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ZZAP! 64



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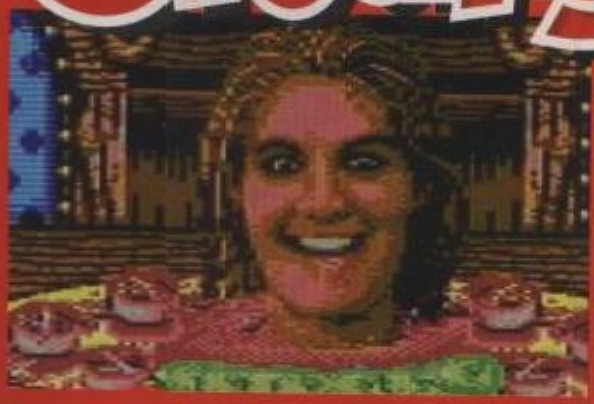
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Wot's in! 88

Great games!

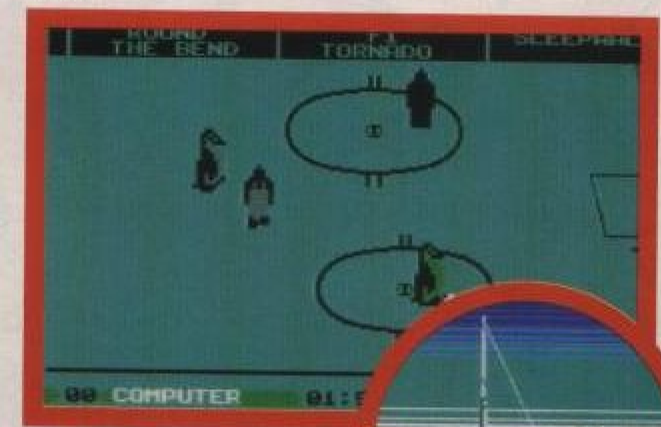


ELVIRA 2
Would you like to be Elvira's boyfriend? Now you can, thanks to Flair. Explore and have fun!



THE COOL CROC TWINS
Join our reptilian Casanovas as they try to win the hand of the fair Daisy (scaly skin, yellow fangs and all).

INTERNATIONAL ICE HOCKEY
Wear a hockey mask and become Jason Voorhees with this great ice hockey game, but not on Friday 13th.





BIG GAME FISHING
'Reely' exciting stuff as you struggle to catch huge fish in the South Seas.



1000 MIGLIA
You what? It's actually Italian for '1000 Miles', the distance you travel in your vintage racing car.

Regularz!



Feature!

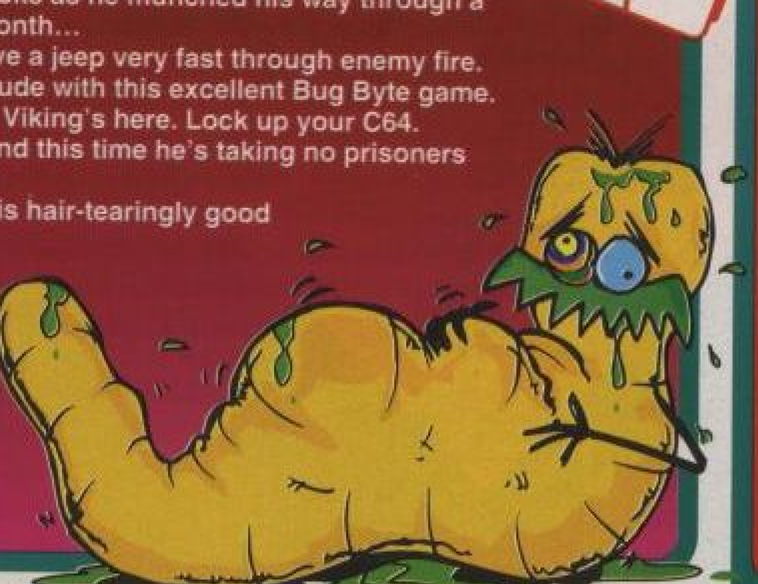
tape worm



For plenty of natter from the segment shedder turn to page 6.

● If you're a hungry little beggar with a taste for excellent C64 games, our TWO Megatapes are for you. Six sizzling games and two top demo's are on offer this month, it even stopped Tape Worm in his tracks as he munched his way through a nice juicy liver (bleuurgh!). Check out this month...

- **Jeep Command** — Now you too can drive a jeep very fast through enemy fire.
- **Time Trax** — Become a time-travelling dude with this excellent Bug Byte game.
- **Hagar** — The Skol-drinking, Sun-reading Viking's here. Lock up your C64.
- **Creatures 2** — Clyde Radcliffe's back, and this time he's taking no prisoners (so there).
- **Vioris** — The ghost of *Tetris* returns in this hair-tearingly good puzzle game.
- **LA Adventure 2** — The second part of a most excellent adventure, but watch out for the smog.
- **Snack Man** — The hero of this *Pac-Man*-inspired game's as hungry as our pal Tape Worm.
- **Burger Chase** — Build a gut-bustin' burger with this stomach-turning platform game.



Review index!

Important news!

GET READY FOR A NEW FORCE IN AMIGA GAMES!

60→

The ZZAP! 64 Zzone!

BIGGER, BETTER, BLAH, BLAH, BLAH...

★ How much!? Okay, okay, so we've taken the plunge and increased the cover price. Again. But the very fact that you're reading this proves that **you**, at least, have decided £2.95 isn't beyond the bounds of reason.

So what are you getting for your (extra) money? And what are the poor fools who have passed us by this month missing out on? Well, first off (and to state the obvious), you're getting an extra megatape. But this isn't planned as a one-off. Readers of this hallowed tome can expect double megatape fun EVERY MONTH! We're gonna cram those muthas with every decent game, demo, adventure and whatever we can lay out hands on... so don't touch that dial!

A less obvious advantage, but equally important in the grand design, is the fact that each and every tape will now be duplicated by a company called Ablex. Experts in their magnetic field, Ablex are responsible for producing C64 games for big software houses such as Ocean, US Gold, Gremlin, CodeMasters, Kixx, Core Design and yes, you guessed it, many many more! No more irate readers ringing up bemoaning the fact that their cover-cassettes 'just will not bloody load'. Oh happy days are here... at last!

And, as if you hadn't noticed, we're also BIGGER. A whole two centimetres per page bigger, to be exact. Flashy? Sure! But if it allows us to include larger, more detailed screen-shot maps, then we reckon it's worth it. Besides, if you keep a careful eye on the competition you'll discover that our £2.95 is but a small price to pay (dig, dig!).

So, until next month, Happy Zappin',

Steve

Steve Shields (Editor)

ZZAP ZOO

Virtual Reality is big business these days, but if you could create your own world, who or what would be in it? Would you go for a futuristic scene? A medieval castle? A Conan The Barbarian, sword-and-sorcery adventure? Or maybe a prehistoric landscape? And who would be there with you? A huge alien? A knight in shining armour with a big sword? Or a six-foot Amazonian blonde with big... (Yes, we get the idea — Ed). We asked the ZZAP! team for their ideal Virtual Reality, and regretted it almost immediately.



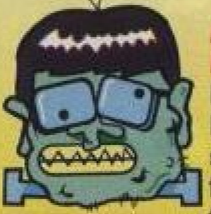
STEVE SHIELDS — Dement(ed)

A whole world, invented by me? Easy. First off it would look exactly like an editorial office, resplendent with state-of-the-art desk-top publishing equipment and a complete absence of 'No Smoking' signs. I'd have it populated with staff writers who subbed and proofed their own copy perfectly — every time! — and there'd be a private car-parking space right outside the door with my name on it... and my car in it! (A souped-up Skoda, of course). Other than that, it would have to be an exact facsimile of Koh Phan-gan island, off Thailand's East coast. Bliss!



PHIL KING — Over F(ed)

I'd like a VR world where you could eat plates of chips, cream cakes, pork sausages, crisps, lardy cake and lard without ever getting the teensy-weensiest bit fat. It may sound like a dream, but in the future I reckon everyone will enjoy their own private VR world, where they can live out their wildest fantasies without having to suffer any painful consequences. Fancy a bit of murder? No problem. Committing perverted acts with all manner of humans, beasts and objects? Easy, and you won't catch any nasty diseases either. Just think, there'll be no more real crime — only virtual. And let's be honest, most people would want to enjoy such evil pursuits if they could get away with it. Frightening, isn't it? Nah!



MARK CASWELL — In-Br(ed)

I love science-fiction movies, so I guess I'd have to say something along the lines of the film Blade Runner. I'll be a futuristic, hard-assed mercenary (with a tough name like Rock Granite) for hire, after a psychotic killer. Of course I'd be carrying loads of lovely BIG guns, and have to rescue a green-eyed, red-haired hostage (female, if possible) from said psycho. My second choice of Virtual Reality would be to have just the green-eyed, red-haired woman...



IAN OSBORNE — Stain(ed)

Phil, if you really think personal VR machines would eliminate crime you're two sandwiches short of a picnic (and missing the hamper, too). It'd be a disaster — the distinction between fantasy and reality would be so blurred no one would know whether they're shooting terrorists or killing the postman! You'd scoff virtual food with a virtual taste, not realising you're starving to death. Perverts would spend so much time carrying out sickening acts of simulated sex and virtual violence they'd be a danger to women, children and sheep even with the helmet off. And what if your virtual self took off his virtual helmet in the virtual world? You'll think you're in the real world when you're not, and, and, and... Oh no, where are all these cheeses coming from?

It must be that flying teapot, the one with the yellow polka dot curtains and wall to wall carpeting, with the frehtr htrbvr ehrehr egewg... (After a fierce struggle, we finally managed to pull his helmet off. We'll let you know if he recovers — Ed)



MARK KENDRICK — Garden Sh(ed)

I reckon that we're all living in a virtual fantasy already, coz I can't seriously believe that life is so amazingly brill! I can walk into the ZZAP! office, cut off Phil's head with a meat cleaver and steal his pork pie without him batting an eyelid! Mind you the blood and stuff don't arf seem real! So do the Police dragging me away to some dingy Virtual prison with very lifelike dodgy inmates! Sorry, Phil, I didn't mean it! No! Get that very realistic baseball bat away from me! Agggah! Splat!

ZZAP! 64 is Britain's best C64 mag – created by:
Europress Impact, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW Tel: 0584 875851
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COVER BY
Oli Frey

Tape Worm



Whoopie, two tapes! TWO TAPES! I'm so excited, I could... (you could get on with it — Ed) This month we've got even more cracking games than usual! There's *Time Trax* and *Jeep Command* from Grandslam, Supersoft's cholesterol caper *Burger Chase* (one of Fatty Phil's fave's!), the second part of the epic *LA Adventure*, and some really great PD games! There's *Vioris*, a *Tetris* clone that wee-wees all over the official version from a very great height, and *Snack-Man*, a superb *Pac-Man*-inspired opus. And if you're looking for a buying recommendation, check out our brillo demos of *Creatures 2* and *Hagar The Horrible*. And to think we've got two tapes every month — stick with ZZAP!, readers, you know it makes sense!



JEEP COMMAND

Grandslam Video

Can you make it back to base through uncharted enemy territory? Your vehicle's up to it, but are you? The techs have certainly done you proud — a jeep that can leap into the air isn't to be sniffed at. With front and rear-mounted guns, if you fail to blast enemy grenades and mega-bombs you'll die horribly. Use the ramps to travel on the upper platforms. Beware the big cavern — avoid the roof and grenades at all costs.

You begin with five jeeps, a bonus vehicle awarded on completion of each colour command section. When you die you restart at the beginning of the level. If your score reaches 50,000 you can restart the entire game on the level you died on.

CONTROL — Slap that joystick in port 1!

HAGAR DEMO

DMI Designs

Well float my longboat, if it isn't that Scandinavian lard-bucket Hagar, making his C64 debut in an all-action, rip-roaring platform collect-'em-up! The full version will feature no less than eight exciting levels, and we've got the whole of Level One just for you!

Hagar is not a happy chappy. Sailing the seven seas in search of adventure, gold and lots of mindless violence isn't the easiest of jobs, especially now his least favourite battleaxe (his wife, Helga) is demanding all sorts of goodies! You'll need all your wits about you, there are numerous nasties determined to stop you in your tracks!

To get into Level One (and if you're playing the demo, that's all you can do), steer Hagar's longboat to the island on its immediate left and press 'fire'. If you want to sail to any of the other islands, buy the game! As well as the normal joystick controls you can activate special weapons using the function keys:

F6 — Knife
F7 — Spear
F8 — Axe
F9 — Fireball
F10 — Magic Potion (smart bomb)

These goodies can be bought in the shop, or in some cases picked up off the floor. (That was careless of somebody, wasn't it?).

To complete the level you'll need all four objects specified by Helga. It ain't easy, but life never is!





TIME TRAX

Grandslam Video

It's post holocaust and the game starts in your cozy cellar. The most powerful eight minds in creation have had their key belongings stolen by the Evil One and placed in time. As they searched they opened the time portals and the dark ones are pouring into the Earth's history. You must find the items, return them, and shut the portal by lining up the correct four tiles and casting a spell.

Controls

Use the joystick to control your hero.

- Fire and up — Move through a door.
- Fire and down — Options mode.

Each leap reduces energy.

Options Mode

Joystick to change options, fire to select.
FLIP — Changes option list.
LOOK — Search for hidden items.
HOLD — Pause.
BACK — Unpause.
QUIT — The obvious!
CAST — You must have two or more tiles. Joystick left and right to select tiles, if the combination creates a spell it appears in the menu window. Select YES to cast (you lose the spell).
R — Leave options mode.
DROP — Use joystick to select item. Fire drops it.
SWAP — Status light. GREEN means in use.
TEST — You need four or more RUNE tiles to try this. Joystick UP and fire to select combination. When fourth tile selected the eye display indicates nearness to the Cosmic Pattern and finishing the game. Eye closed — one tile out. Half open — one tile in wrong position. Fully open — one tile in correct position.

Useful Tack

- **ENERGY** — Gained by drinking potion and Restore spell, lost by leaping and contact with creatures.
- **WEAPONS** — Certain weapons only operate in specific time zones. Shots remaining are displayed in the ammo box. Select IN USE to load or fire, DROPping weapon unloads it. To load, make weapon IN USE and TAKE ammo.
- **SCROLLS** — To use a scroll or potion, SWAP when IN USE light is green. Ten are available, each of which holds two tile combinations. Tiles appear in visual display. Cannot cast spell unless you own the tiles.
- **POTION** — Restores some energy.
- **CHESTS** — Three chests, each needs a key. Have key IN USE to LOOK, TAKE or DROP items.
- **RUNE TILES** — 15 in all, you can carry only ten.
- **CHARACTER ITEMS** — There are eight items, each belonging to one of the minds. Dagger, book, helmet, clay doll, skull, map, emerald scarab, battle axe.



Spells

WARP — Move ahead/back one time zone.
TIMESTOP — Freezes time for all except the player.
REVEAL — Cast in front of a chest to show

BURGER CHASE

Supersoft

Don't you just hate games that look better than they play? Snazzy graphics, stunning animation, but less playability than a Ludo set with half the counters missing! Well *Burger Chase* is different — it looks like an accident in a sewage farm but plays really well. Every month our mailbag is full of letters saying 'gaimplae rools graffix OK' (not all are as well written, of course), so if we get scores of complaints about *Burger Chase* we'll know you were lying!

Set in an indigestion-inducing burger bar, Freddy the Chef must keep the punters supplied with grease burgers. Easy, eh? Well it would be if the ingredients weren't scattered across umpteen floors, with mutant sausages, malevolent eggs and monstrous pickles after him!

Walking over a burger bit will dislodge it, making it fall to the platform below and dislodge the ingredient on that level. Knock 'em all onto the plate and the burger is complete. Falling food will bash any baddies daft enough to get caught underneath, and if it has a baddie on it when it falls, it'll fall TWO platforms! If you're really stuck, spray 'em with a squirt of pepper — you've only got a limited supply, so be careful — although extra pepper blasts can be collected).

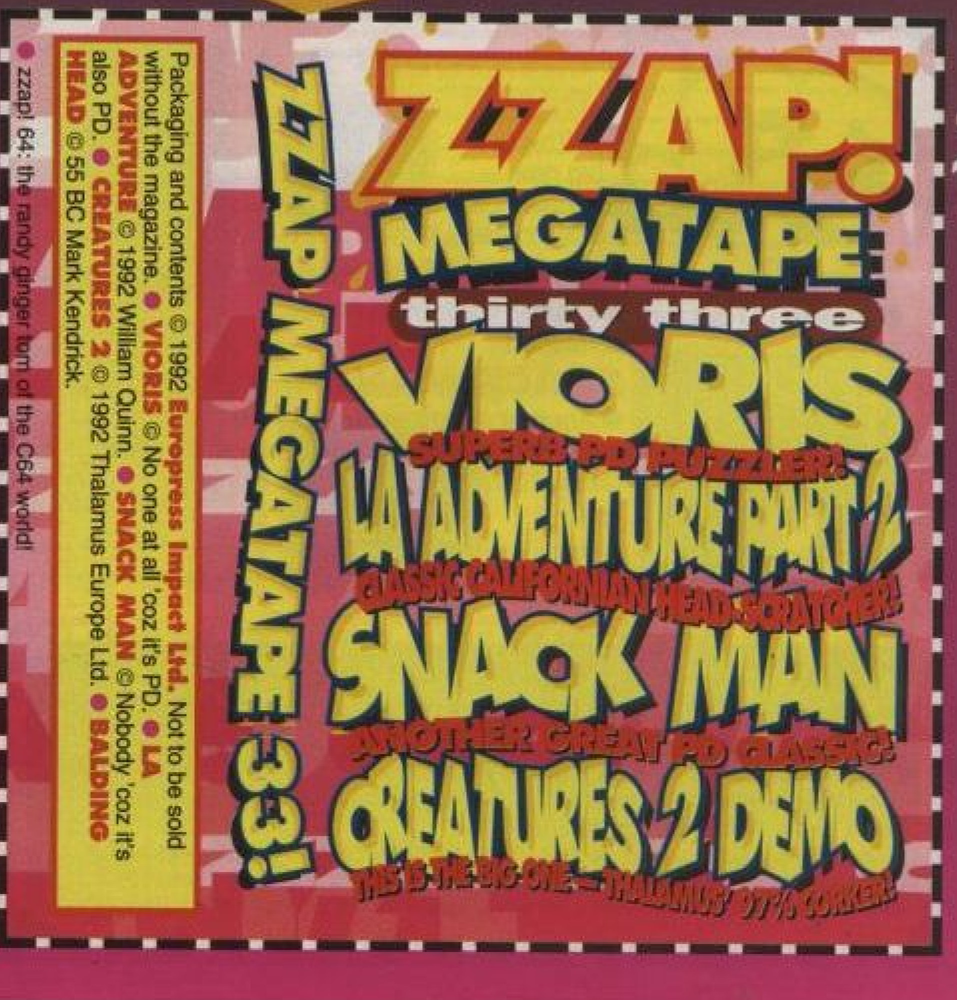
Plug your joystick in port 1, or use the keys W-A-D-Z, with H to fire. Pause and restart the game using F5.



A CUT BELOW THE REST!

Who brings you the best cover-mounted cassettes in the Universe? We do! But in order to keep the cover price down we've had to cut corners— and here's your chance to join in by cutting the corner off this page and splitting it into a couple of corking cassette inlays! Of course, you'll have nick the tape boxes from your sister's Jason Donovan tapes… no great loss, though, eh? Oh, and on the back you'll find a handy space where you can fill in the tape counter numbers to make re-loading your fave games easier. Are we good to you or what!?





VIORIS

Public Domain

Whadayamean you don't know what to do? Aintcha ever played a *Tetris*-style game before? Oh, all right...

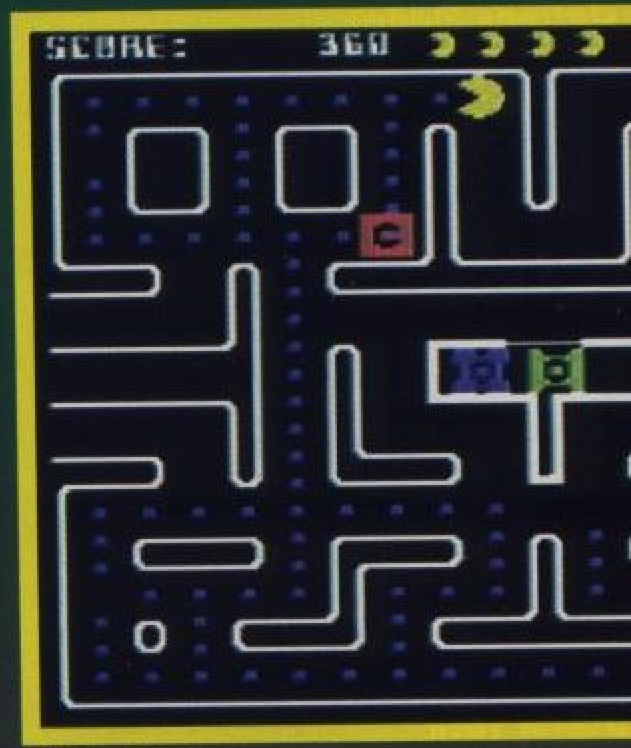
Vioris is based on the classic puzzler from the Soviet Union. As a game concept it couldn't be simpler — rotate the falling blocks using the fire button (each time you press it the descending block turns 90 degrees), and steer them left and right with the joystick, pulling down to make them fall faster. The aim of the game is to fit the pieces together without leaving any gaps. Complete horizontal rows disappear, piling up points and allowing anything resting on them to fall. Be warned though — if your pile reaches the top of the screen, you've had it!



The 'official' C64 conversion was about as smooth as Phil King's chin (both of 'em), the falling doobries being terrifically tricky to control. PD tribute *Vioris* is a much better game — not only is the basic gameplay much improved, but it also has a simultaneous TWO-PLAYER OPTION! Amazing! Unbelievable! Astou... (OK Tapie, we get the idea — Ed.)

Full instructions appear on the title screen, so I won't bore you with 'em now — just load it, read on-screen 'struccies and PLAY!





contents, or at a character to reveal his possessions.
RESTORE — Same as potion
OPEN — If in front of chest, can LOOK, TAKE and DROP in option mode.
CHARM — If in a meeting can charm while trading. Broken by going AWAY.
BANISH — Banish all creatures for about 30 seconds.
CHARGE — Reloads weapon in USE.
ORACLE — Shows one of four tiles in the cosmic pattern. Cannot be taken.

Meeting

Face appears on screen on meeting a great mind. Always in option mode, can:
AWAY — Leave meeting.
CAST and SWAP — See options mode.
KEEP — Do not exchange.
DEAL — Exchange items (if you have space).
DROP — Offer to character. If character wants it, will offer exchange.

The Portals

Last about seven seconds. A portal appears in time every ten seconds. You only see ones on your screen. They follow a fixed schedule every ten minutes. You should map these. Make a cosmic co-ordinates using the game clock.

Time Zones

ZONE	YEAR	MIND PRESENT
Wilderness	2100AD	Laser Sky the Sand Rat
Holocaust	2000AD	None
Gothic	1300AD	Prof Waltz Black, Flay the Ghoul
Dark Ages	100AD	Bella the Witch, Drew the Hermit
Golden Age	5000BC	Ra Shealsa the High Priestess
Ice Age	10,000BC	Stone Eye the Necromancer
Dawn of Man	50,000BC	Grunt the Barbarian

Ratings

Nine grades depending on the portion of the cosmic pattern decoded, number of items returned to great minds, number of spells cast, and number of flying creatures destroyed. Fire — new game.

Item Replacement

Rune tiles lost through spell casting and items DROPPED are redistributed in time and space (unless you are in a meeting).

33!

CREATURES 2 DEMO
● This is the big one — Thalamus' 97% corker!



VIORIS
● Superb PD puzzler!



LA ADVENTURE
● Classic Californian head-scratcher!

SNACK MAN
● Another great PD classic!



TAPE INFO

Vioris
000
LA Adventure
Snack Man
000
Creatures 2 Demo

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — Hit SHIFT & RUN/STOP, and press play.

DODGY DUPLICATION?

If your Megatape ain't up to scratch, send it to: *Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD.*

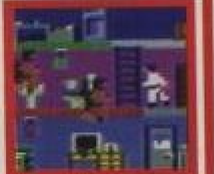
Don't send it back to us — no really, **DON'T SEND IT BACK TO US**, and for the third time of asking, **DON'T SEND IT BACK TO US!!!!!** We don't keep spare Megatapes here at ZZAP! Towers, so all we'll do is send them on to Ablex anyway!

32!

HAGAR DEMO
● Perilous platformer from DMI



TIME TRAX
● High-speed historical hell — will you survive?



JEEP COMMAND
● Four-wheeled thriller — great stuff!





BURGER CHASE
● Don't laugh, give it a go — it's fun!

TAPE INFO

Jeep Command
000
Hagar Demo
Time Trax
000
Burger Chase

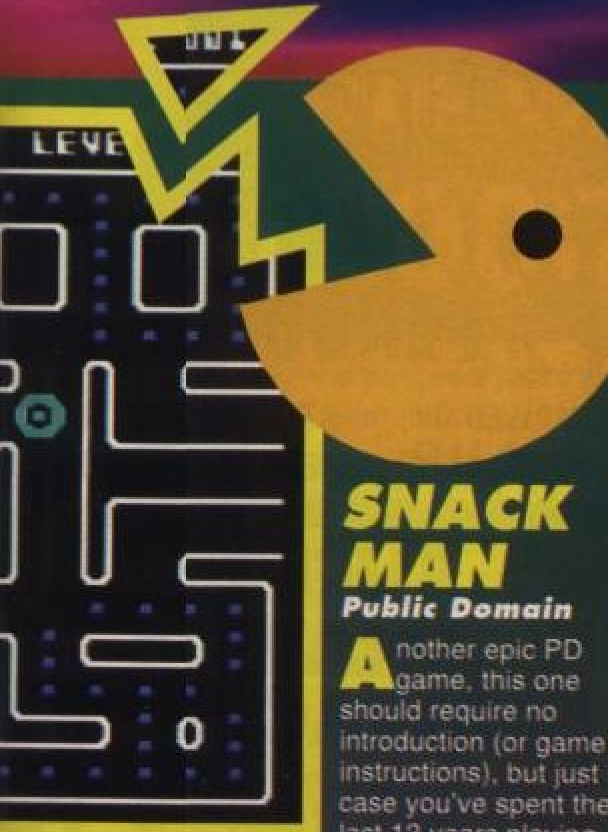
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SNACK MAN
Public Domain

Another epic PD game, this one should require no introduction (or game instructions), but just in case you've spent the last 12 years playing tiddlywinks in Bognor Regis, gameplay is as follows.

You contiol a yellow blobbie thing (NOT Phil) that looks more like half a tennis ball than a computer game hero. Your task is to rip round the maze gobbling the dots, and avoiding those brick-like contraptions that home in on you — they're the ghosts! Contact with a spook is fatal, but scoffing a power pill makes them temporarily vulnerable, allowing you to get your own back and munch them!

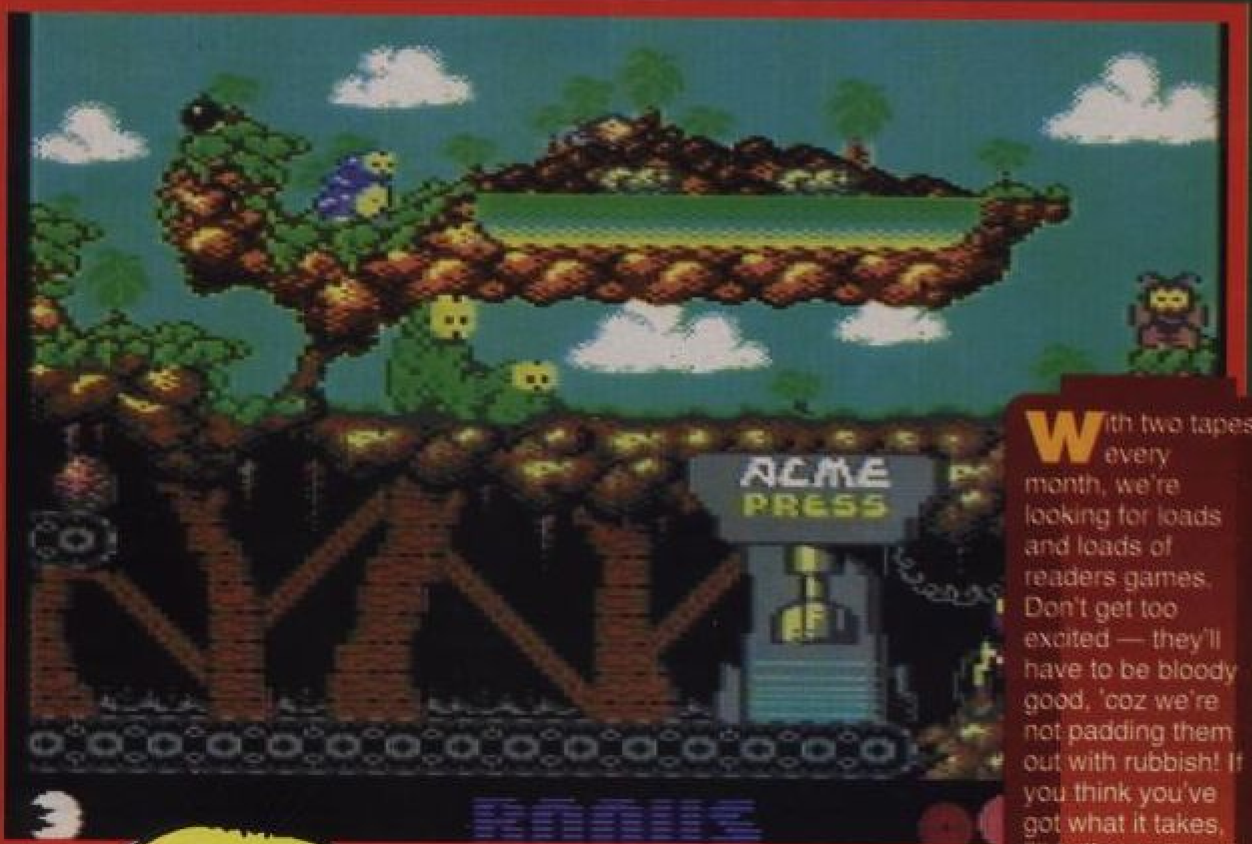
Tasty fruity titbits make an occasional appearance, and are worth points aplenty. Enjoy!

CREATURES 2 — Torture Screen One!
Thalamus Europe

Whoopie, a demo from one of the highest-scoring games ever! *Creatures 2* bagged an astounding 97% way back in Issue 81, but it's release was severely delayed. What the heck, a game like this is well worth waiting for!

To guide Clyde, slap that joystick in port 2. Apart from the perennial up/down/left/right/fire controls, to select shots hold fire and pull the joystick down. To breathe flames, hold down the fire button until you start to flash (oo-er).

A full solution to the demo can be found in the tips section, so there's no excuse for getting stuck.



LA ADVENTURE Part 2
William Quinn

Get through Part One, okay? No? Well you won't have much luck with Part Two then! If you were daft enough to miss last month's ZZAP!, Part One saw you sucked inside your faithful C64, plunging headlong into your latest game, the *LA Adventure.* Your task is to… no, on second thoughts that's for you to find out. If you didn't get the passcode from Part One, it's MIA 2435AD3. Have a riot!

If you need a solution, bung an SAE to *LA ADVENTURE JOBBIE, ZZAP!, Europress Impact, Ludlow, Shropshire. SY8 1JW.* Don't forget that SAE, buddy, or your letter will be gracing the inside of our waste-bin before you can say 'Have a nice day!'

With two tapes every month, we're looking for loads and loads of readers games. Don't get too excited — they'll have to be bloody good, 'coz we're not padding them out with rubbish! If you think you've got what it takes, fill in the enclosed coupon and send it in. Don't forget the SAE if you want it back either!



BE A MEGASTAR!

If you've written a fun game and want to make your fortune, sling the tape and rob a bank! If you'll settle for some decent dosh and a place on one of the world-famous ZZAP! Megatapes, fill in the form and send it in.

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STUFF!

COMMODORE 'PACK' IT IN

After releasing the *Terminator 2* pack without a datacorder, news of a forthcoming C64 package won't exactly have us on the edge of our seats. Imagine all those *T2*ers tearing away the Christmas paper, expecting a whole new world of crazy Commodore capers to open before them, only to find that unless they spent £30 on an inferior foreign datacorder they'd be choosing from a (cartridge) software base of about a dozen games! So will Commodore repeat this fiasco? No, this one looks like a winner — honest!

Due to hit the mail-order market in a couple of weeks, the new C64 outfit still doesn't have a datacorder but **does** have a super-quick 1541 disk drive (just the thing for playing *Elvira 2*!), and costs a mere £149 a throw! Not bad when you consider a 1541 will knock you back a cool £135 on its own.

On the software front, it's advertised as coming with two Ocean games: *The Addams Family*, which we could do without, and the mysterious *Parasol Stars*, which we could do WITH! If you've read last month's STUFF you'll know *Parasol Stars* was shelved 'coz the programmer had his code pinched — so what gives? Did they catch the rotten robber? Did he rewrite the game in double-quick time? Maybe he found a spare copy in his sock drawer! Confused as hell, we called to ask what happened. 'Er... dunno,' said an Ocean spokesman. So, still none the wiser. Hmph!

INDY DOG-HOUSE (AGAIN!)

Remember the great *Indiana Jones* poster we gave away with Issue 86? Well it should've contained a copyright, trademark and logo doobrie-wotsit from Lucasfilm Games. Trouble is US Gold never told us, so please be a dear — cut out the enclosed oojit and paste it to your classy pin-up (if you're as clumsy as Corky, get an adult to help you). They also tell us they've tweaked the game a bit since sending our REVIEW copy — when we see the final version, we'll let you know if it's any better.

LUCASFILM™© GAMES

BUSTED!

It's official — ZZAP! 64's so damned popular even the kiddies' comics are getting in on the act, as ZZAP! Production Manager (and Buster reader of many years) Jackie Morris recently discovered. 'I was amazed,' she gushed. 'Buster's my favourite comic, it's better than Jack & Jill and Fairy Tale Times put together, but I didn't realise they read ZZAP! too.'

Crazy but true, as this frame from their latest 'Cliff Hanger' strip clearly shows. Oh well... they say imitation is the sincerest form of flattery, so thanks for the free advert, chums!



TELLY TROUBLES CAUSE COMPUTER CHAOS

There's something 'orrible coming our way... CHANNEL 5! Due for launch in 1994, the fifth non-satellite TV channel will broadcast on the same frequency as our beloved C64s, and could make the picture go all fuzzy and impossible to see. Its effect on video recorders has been widely publicised and is easily corrected, but no-one seems to be saying too much about home computers.

'It will only happen if you live very close to a transmitter,' argued Channel 5 spokesman Ellis Griffiths. 'The problem with videos is that they're connected to the TV's aerial, and the signal is channelled through them on their way to the telly. This isn't the case with home computers. You have to disconnect the aerial before you can plug the computer lead in, so the TV signal won't interfere with the computer's. If people living very close to transmitters have any problems, we'll pay for any adjustments.'

Remember, you read it here first, folks!

ELSPA CHARTS PENGUIN

COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

SHEER CHART ATTACK!

That cute little fraction thingie with a percentage sign next to it is actually a mine of important information! The number before the 'slash' refers to the issue in which the game was reviewed, the percentage after it being its mark. Thus '1/03%' would be a crap game from the dawn of time...

FULL-PRICE CHART

1. (–) James Pond 2 — Codename RoboCod (Millennium) 87/87%
2. (10) Creatures 2 — Torture Trouble (Thalamus Europe) 81/97%
3. (4) Space Crusade (Gremlin Graphics) 84/93%
4. (7) European Football Champ (Domark) 87/45%
5. (3) The Simpsons (Ocean) 80/85%
6. (2) Dizzy's Excellent Adventures (CodeMasters) 80/–
7. (1) WWF Wrestlemania (Ocean) 79/90%
8. (6) The Addams Family (Ocean) 86/57%
9. (9) Big Box (Beau Jolly) N/R
10. (–) Mini Office 2 (Europress Software) N/R

BUDGET CHART

1. (2) Rainbow Islands (Hit Squad) 81/96%
2. (1) Arnie (Zeppelin) 85/83%
3. (10) Golden Axe (Tronix) 67/96%
4. (3) Italia '90 (Tronix) 82/37%
5. (9) Graeme Souness Soccer Manager (Zeppelin) N/R
6. (8) F16 Combat Pilot (Action 16) 63/76%
7. (–) Pro Tennis Tour (Hit Squad) 85/86%
8. (–) Manchester United (GBH) 85/90%
9. (4) Ivan 'Iron Man' Stewart's Super Off-Road Racer (Tronix) 85/93%
10. (–) Lotus Esprit Turbo Challenge (GBH) 84/92%

READERS' CHART

1. MicroProse Soccer (Kixx) 85/97%
2. Emlyn Hughes International Soccer (Audiogenic) 85/95%
3. Creatures 2 (Thalamus) 81/97%
4. Creatures (Kixx) 88/96%
5. Turrican II (Kixx) 85/96%

LONG WAVE RADIO ATLANTIC 252

£1000 LISTENER REWARD

During the past two years we've been working hard to find out what music you want to hear most. To help us play the best music for your taste, we'd like to know what you think of the following songs:-

SONG	ARTIST	RATING
EVERYTHING I DO	BRYAN ADAMS	
DANCING IN THE DARK	BRUCE SPRINGSTEEN	
SHOOP SHOOP SONG	CHER	
SOMETHING GOT ME STARTED	SIMPLY RED	
ETERNAL FLAME	BANGLES	
SAILING ON THE SEVEN SEAS	OMD	
TAKE MY BREATH AWAY	BERLIN	
SOMETHING HAPPENED	PHIL COLLINS	
CARELESS WHISPER	GEORGE MICHAEL	
IT AIN'T OVER TILL ITS OVER	LENNY KRAVITZ	
LITTLE LIES	FLEETWOOD MAC	
RED RED WINE	UB40	
SACRIFICE	ELTON JOHN	
BABY JANE	ROD STEWART	
SEAL OUR FATE	GLORIA ESTEFAN	
IT MUST HAVE BEEN LOVE	ROXETTE	
IF I COULD TURN BACK TIME	CHER	
WALK OF LIFE	DIRE STRAITS	
NOTHING'S GONNA STOP US NOW	STARSHIP	
WHEN A MAN LOVES A WOMAN	MICHAEL BOLTON	
YOU CAN CALL ME AL	PAUL SIMON	
ALIVE AND KICKING	SIMPLE MINDS	
IF YOU DON'T KNOW ME BY NOW	SIMPLY RED	
THE BEST	TINA TURNER	
ANOTHER DAY IN PARADISE	PHIL COLLINS	
SUNSHINE ON A RAINY DAY	ZOE	
THERE MUST BE AN ANGEL	EURYTHMICS	
ADDICTED TO LOVE	ROBERT PALMER	
CHAIN REACTION	DIANA ROSS	
CHANGE	LISA STANSFIELD	
DON'T YOU WANT ME	HUMAN LEAGUE	
SADNESS PART 1	ENIGMA	
IF YOU LET ME STAY	TERENCE TRENT D'ARBY	
SHOW ME HEAVEN	MARIA MCKEE	
ST. ELMO'S FIRE	JOHN PARR	
SALT WATER	JULIAN LENNON	
MYSTIFY	INXS	
OPEN YOUR HEART	MADONNA	
BOHEMIAN RHAPSODY	QUEEN	
MOTOWN SONG	ROD STEWART	
DON'T LET THE SUN GO DOWN	GEORGE MICHAEL / ELTON JOHN	
REAL GONE KID	DEACON BLUE	
ALONE	HEART	
LIKE A PRAYER	MADONNA	
GOT MY MIND SET ON YOU	GEORGE HARRISON	
LOVE IS A WONDERFUL THING	MICHAEL BOLTON	
EVERYBODY WANTS TO RULE THE WORLD	TEARS FOR FEARS	
WHAT'S LOVE GOT TO DO WITH IT	TINA TURNER	
KILLER	SEAL	
HEAVEN IS A PLACE ON EARTH	BELINDA CARLISLE	
I WANNA DANCE WITH SOMEBODY	WHITNEY HOUSTON	
THE LIVING YEARS	MIKE AND THE MECHANICS	

COMPLETE THE LIST USING THIS SCALE.	RATING
LIKE THE SONG	1
DON'T LIKE THE SONG	2
DON'T KNOW THE SONG	3

SONG	ARTIST	RATING
WAITING FOR A GIRL LIKE YOU	FOREIGNER	
A GOOD HEART	FERGAL SHARKEY	
BABY BABY	AMI GRANT	
EVERY BREATH YOU TAKE	POLICE	
ALL CRIED OUT	ALISON MOYET	
MORE THAN WORDS	EXTREME	
BLACK OR WHITE	MICHAEL JACKSON	
I STILL HAVEN'T FOUND	U2	
HARD TO SAY I'M SORRY	CHICAGO	
LOSING MY RELIGION	R.E.M.	
ALL THE MAN I NEED	WHITNEY HOUSTON	
LOVE OF THE COMMON PEOPLE	PAUL YOUNG	
FAITH	GEORGE MICHAEL	
DOWN UNDER	MEN AT WORK	
COMING OUT OF THE DARK	GLORIA ESTEFAN	
NO SON OF MINE	GENESIS	
SWEET DREAMS	EURYTHMICS	

Indicate below any other song you think should be included in this list.

x ....

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LONG WAVE RADIO

ATLANTIC

252

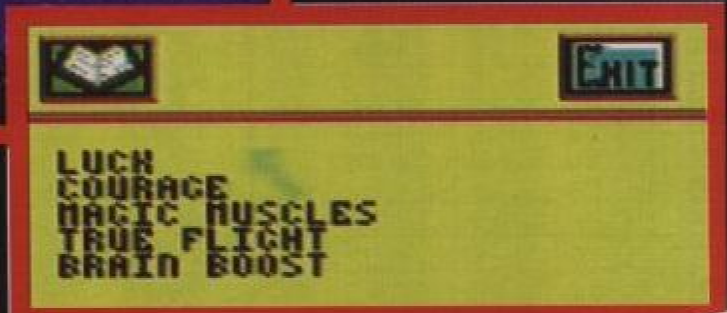
BEST MUSIC VARIETY



● Spooky, eh? Elvira's film studio's a dark and dangerous place, especially for 24 carat wimps like Phil! (He ran away when he saw the spider on the sign!)



● What an old boiler, eh? Better pick a spell from the menu (below) and blast the beggar pronto... Tonto!



● Jeez, I'm starving! I wonder what's for tea? AAARRRGGHH — I didn't order roast Ozzy Osbourne with mixed vegetables!



● Flair, £24.99 disk only

Well whadayaknow? Accolade programmed 16-bit versions of *Elvira 2 — The Jaws Of Cerebus*, but refused to publish a C64 version! Luckily Flair bough the license and released it themselves. IAN 'YOU GET NOTHING FOR A PAIR IN THIS GAME' OSBORNE investigates...

From the moment you stepped out of bed and put your foot in the chamber pot you knew it wasn't your day. You dropped the toast butter side down on the Persian rug, and even managed to mistake a can of fly-spray for your under-arm deodorant. Just when you thought things couldn't get worse, they did — your girlfriend Elvira is kidnapped and taken to some film studios where she is to be sacrificed at midnight to Cerebus, the three-headed guardian of the underworld. You must battle your way through this Gothic nightmare and rescue your gorgeous beloved. Beware — a second Elvira has been created to confuse!

Like its predecessor *Mistress Of The Dark*, *Elvira 2* is a roleplaying adventure based on the American horror show compere (real name Cassandra Peterson). Don't worry if you hate text input, 'coz there isn't any — it's entirely joystick-and-pointer-controlled! Click on a useful-looking item, and if you can grab it the pointer turns into a hand — drag it into your inventory box and it's yours. If you click and nothing happens it's probably just scenery. Some objects are a little hard to see on-screen, so have a little play around with the pointer, clicking on everything until you hear a good, solid bleep. You never know what you'll find!

Pick-up & drop 'em!

Obviously there's more to objects than picking them up and dropping them again. Examining it gives a brief description, and depending on what it is there's usually at least one USE option too. Food and drink can be eaten, the rock can be thrown, a key might unlock a door or chest, etc. Alternatively it might be used in one of the many spells on offer (more on this later). Click on a container (eg a box) and you're given the option of looking in. To take something out, move it onto the main screen — a curious way of going about it, but it works!

Moving around's a little tricky at first but you soon get used to it. Click on the movement icons to walk forwards, backwards, turn around altogether or face right and left. This can be awkward as you often can't turn in a given direction, not because it's physically impossible but because there aren't any graphics for that viewpoint. While this is undeniably claustrophobic (exploring the guard's office at the start is especially confusing), it's a necessary evil — the only way round it would be to make every wall the same and superimpose the scenery on it, making those gorgeous graphics really booooring and atmosphere-destroying.

Like all good RPGs, the further you get, the better you become. Initially a first-level weakling, as you climb the tree of success you can sustain more hits in combat and use better spells. Ah yes,



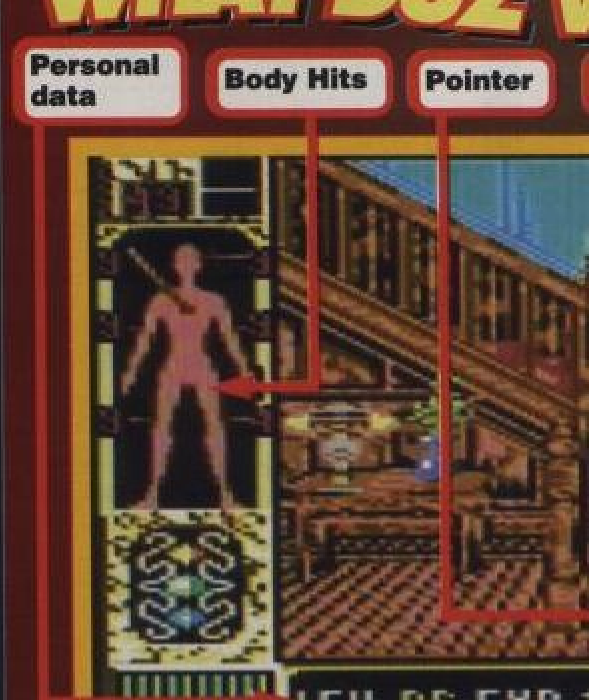
Corky!

● I'm not normally fond of this type game, but in *Elvira 2*'s case I'll make an exception. Graphically the game's drokking brill, especially the half-chewed bodies of unfortunate victims and the creatures that caused their demise lurking behind doors. This is so phrrrt!-inducing, I often ended up cringing before entering any of the rooms.

The icon control system takes a short while to suss, but it's so comprehensive that even a thick sod like me was soon zooming around collecting stuff and kicking ass. The puzzle element may turn some people off as it's perhaps a tad tough for novices. But with a few problems successfully solved, the urge to continue is strong. My only moan is the amount of disks, and the slow access time of the drive. Despite this, *Elvira 2* is well worthy of a purchase.

92%

WHAT DUZ W





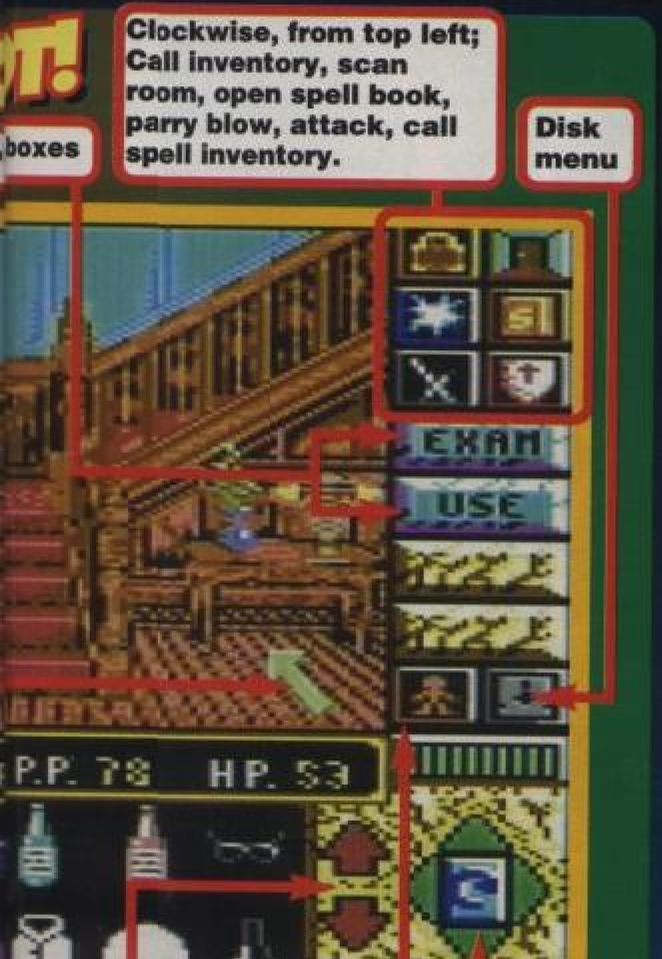




• Flash your fingers at me again and I'll blow your brains out ... don't say I didn't warn you! (She was ugly anyway!)

SIZZLER

Elvira 2



the spells! Without a doubt these are *Elvira 2*'s crowning glory, the object of envy that makes other software houses hold their heads in shame! Select your chosen enchantment from the spell book and you're given a brief description of its effects, the all-important ingredients, and the number of POWER POINTS needed to cast it. Did I mention the power points? Well they go up as you advance levels too; use 'em all and you're spell-less.

Hubble, bubble, toilet trouble!

To mix the spell you'll need to chuck in the right components — don't assume every item can only apply to one enchantment either! For example, a spell might demand three metal objects — you'd get away with using your crucifix, dagger, and wirecutters but will you need them later? Or should you use those grotty saucepans you found in the kitchen? This really gets the brainbox working and prevents *Elvira 2* from becoming linear and boring. A successfully mixed spell appears as a potion bottle in your inventory. Some can be cast repeatedly, others are only good for one blast.

With so much in it, I'll bet you're wondering how they fitted it all into one load. Well they didn't — the game is spread over four disks, but accessing is regular and short, keeping annoying waits to a minimum— take a bow, programmer Bruce Le Feaux, you've done a marvellous job!

Every graphic is outstanding, with some of the goriest, most stomach-churning animations ever seen. Remember the Issue 84 Megatape demo? Well it wasn't a one-off, all the horror effects are that good! On the minus side the user interface is a little awkward at times, and the (limited) character interaction is often botched by your character anticipating knowledge you might not have acquired. This doesn't, however, stop *Elvira 2* being one of the best C64 games ever!

Mistress Of The Dark was a brave but ultimately flawed incursion into C64 roleplaying — its slick programming and wild graphics couldn't hide the sudden deaths and occasionally awkward problems. Game designers Horrorsoft obviously listened to reviewers' criticisms and pulled out all the stops for *Elvira 2*. Its sheer playability and attention to detail leaves the opposition standing!

Ian! 97%

TEST YOUR STRENGTH!

ZZAP'S DING DONG!

PRESENTATION — *What could be better presented than Elvira?* **92%**

GRAPHICS — *You'll believe a C64 can fly (well, almost anyway!)* **98%**

SOUND — *Minimalistic beeps but funtional nonetheless* **68%**

HOOKABILITY — *Once you've got the measure of the game, you're away!* **94%**

LASTABILITY — *You'll be playing till way past the witching hour* **97%**

FREEZING! TINGLING! RINGING! SIZZLING!

OVERALL STRIKE! 94%



BIG BOOBY PRIZES!

Elvira offers you a disk drive!

'Twas a terrible night. A still wind wafted uneasily through the open window, lifting the curtains in a tortured *danse macabre*, throwing flickering shadows across the bedsheets. In the distance an owl split the air with a hideous screech — scarcely able to move, I pulled the bedclothes around me, tighter, tighter…

Suddenly I sat up with a start! What was that?I'm sure I heard footsteps, getting nearer, a foetid breath hanging heavily in the stillness of my room… I wanted to open my eyes and prove to myself I was only dreaming, but I couldn't… wouldn't… daren't.

'So what have we here?' A nearby voice sent a shiver to my very bones. 'Too scared to open your eyes?' With great effort I blinked myself awake. A tall, slender woman towered over me, her long, raven-coloured hair dripping seductively over her tight black dress. 'You'll never win the *Elvira 2* competition with your eyes shut,' she quipped.

I was intrigued. What sort of a creature drifts into my room in the middle of the night just to ask me to enter a competition? 'What's on her mind?' I thought, my gaze wandering carelessly along her smooth, slender legs as far as her firm, round… An icy gaze halted me mid-thought.

'You could win a disk drive and a copy of *Elvira 2*', she said, '…and there's five copies of the game for runners up.' But what did I have to do to earn such a prize? 'All you need to do', she gushed, almost reading my thoughts, 'is answer the following questions.'

1. What's Elvira's real name?
2. What was the first Elvira adventure called?
3. Who programmed *Elvira 2*?

'See, easy, isn't it?' Though trembling with fear, I managed to blurt out, 'B-b-but what do I do to… how… c-can I…' With obvious concern for my distress she threw back her head and laughed, and with a swish of her cape she vanished in a veil of mist.

I'll never know who she was or where she came from, but I'll treasure the scrap of paper she dropped till my dying day. 'Answers on a postcard', it read, 'to *ELVIRA OR BUST COMP, ZZAP! Towers, Europress Impact, Ludlow, Shropshire. SY8 1JW.* Closing date 20 September 1992.' Heart in mouth, I opened my copy of ZZAP! 64 and scanned the *Elvira 2* review for clues…

MULTI MA

How can someone as flabby and lethargic as PHIL 'BURGER' KING compete in the Olympics? By waggling his joystick, of course, as he plays the field of multi-event sports sims (excluding military, circus or weird ones).

SUMMER GAMES II

Epyx/US Gold

Events: 8; Players: 8

This is the business as far as Olympic sims go. Up to eight players compete in eight varied, superbly presented events. On the disk version, there's even an option to merge the game with its predecessor *Summer Games* to play 16 events in one go!

Unlike other Olympic sims, *Summer Games II* replaces tiresome (and tiring) waggling with skilful controls. Take the Triple Jump, for instance. No waggling is needed to make your man run — just accurately timed joystick movements for the hop, skip, jump and extra boost in mid air.

Rowing does require left/right movement, but not frenetically fast — a good rhythm produces the highest rowing speed. In multi-player mode, two players compete head to head.

Chucking the Javelin doesn't require waggling (or bottom wiggling) either. Press fire quickly to increase speed, then hold left to set the angle of throw.

There haven't been many computer horse-riding sims so the Equestrian event is a nice novelty. It's no nag either. As the course scrolls right to left, accurate timing is needed to successfully jump fences, walls and water hazards.

High Jump allows you set your height between 1.5 and 2.5 metres. Rapid right joystick movements make your man sprint. Timing is crucial when you press fire to jump and right to clear the bar.



WORLD GAMES

Epyx/US Gold, Kixx

Events: 8; Players: 8



My favourite multi-eventer of all time features an eclectic mix of events, taking place at exotic locations around the world.

After selecting up to eight players and their countries, the first event is Weightlifting. Both 'snatch' and 'clean and jerk' lifts are attempted by accurately timed joystick movements — as with later events, the emphasis is on skill rather than strenuous joystick waggling.

Only slow, rhythmic waggling is required for Barrel Jumping to gain speed before pressing fire to clear a line of barrels. Next comes the real brown-trunks jobbie: Cliff Diving in Acapulco! Judge the wind to clear the rocks by a whisker for the highest-scoring dive.

Quick reactions are needed for Slalom Skiing. Zigzag around the flags to avoid time penalties, but ski as straight as possible for extra speed. The main hazard here is going straight into one of the flags, resulting in instant disqualification from one of your two runs.

The aim in Log Rolling is not to get wet. In multi-player games this is a simultaneous two-player contest, both competitors altering the speed and direction of their rolling to try and throw the other bloke off balance. The following event has to be the horniest ever as you mount a mad animal in Bull Riding. React instantaneously to the bull's movements (including spins) to stay onboard for the required eight seconds.

The last two events are my personal favourites. Tossing The Caber requires slow waggling in time with the tosser's legs to hold his huge pole at the right angle, before tossing it as far as possible. Get it wrong and it lands on his head, hammering him into the ground! Finally, Sumo has two slim (compared to me!) wrestlers trying to push or throw each other out of the ring. Again, in multi-player games this is a competitive two-player event.

At the end of the day, the medal table is shown with each competitor scoring points for their medals. Win or lose, it's a helluva lot of fun. As well as looking great, the events are really well designed, combining quick reactions, careful timing and the odd bit of waggling. As with all Epyx sims, any event can be practised to your heart's content.

Of course, multi-player games are best with a really competitive atmosphere (especially in the head-to-head two-player events), but even in solo games there's the world records to aim for. *World Games* is a timeless classic and has been available on the Kixx budget label (on tape and disk) for some time.



OVERALL STRIKE! 96%

HYPERSPORTS

Imagine, The Hit Squad

Events: 6; Players: 2

The Konami coin-op follow-up to the legendary *Track & Field* was converted in fine style to the C64 (albeit minus the pole-vaulting event). The game was even used in a long-forgotten TV quiz with Debbie Greenwood (phwoar!).

The six events here are supremely playable, diving off with a cracking swimming race. Waggle to swim faster, not forgetting to press fire to breathe at regular intervals (breathe under water and you splutter to a standstill!).

A far less exhausting event is Skeet Shooting. Press left/right to fire the barrels of your shotgun



Fencing gives you the option of a head-to-head contest. The first player to score five hits within the time limit wins. Available moves include thrust, parry and defensive sweeps. If the score is tied at the end of the time limit, there's a (tastefully named) 'sudden death' fence-off.

On your bike! Although the Cycling sprint race doesn't feature waggling either, you *do* have to rotate your joystick in time with an arrow to make your rider pedal. To attain top speed you must move slightly ahead of the arrow — but get too far ahead of it and you stop pedalling altogether. Again, in multi-player mode there's the option of head-to-head racing.

Probably the trickiest event is Kayaking, where you paddle furiously to get through gates, some of which must be entered backwards or upstream. What really makes this event is the effective control system: steering with left/right and paddling by repeatedly pushing up or down.

Nearly seven years after its debut, *Summer Games II* still stands out as one of the great sports sims of all time. You might have some trouble getting hold of it now, but it was incorporated into US Gold's *Gold, Silver & Bronze* mega-compilation, along with *Summer Games* and *Winter Games*.

OVERALL STRIKE! 94%

at the clay pigeons — hit them all and you get a bonus duck to shoot!

Horse-vaulting features an automatic run-up (no waggling) but isn't as easy as it sounds. Accurate timing is needed to hit the springboard right at the end, wait till your man is doing a handstand on the horse, then get in as many rotations before landing (hopefully on your feet!).

Another relaxing event follows. Archery requires careful timing to release arrows at the right angle towards downward-scrolling targets.

After the welcome rest comes more waggling for the run-up to the Triple Jump, but holding down fire to achieve the optimum angle for hop, skip and jump is critical.

The real waggling killer, though, is Weightlifting. On higher weights it's a real struggle to get the weight above your head — and keep it there until you get three white lights.

Unlike the Epyx multi-eventers, *Hypersports* continually wraps round so you play the series of events again and again until you fail to qualify. The way the qualification standard gets harder each time makes for coin-op-style addiction as you aim for a high score, and there's world records to break too. Totally compulsive.

OVERALL STRIKE! 90%

WINTER GAMES

Epyx/US Gold

Events: 7; Players 8

This is really cool. First of seven events is the Hot Dog Aerials. To my disappointment this doesn't include mustard and ketchup but is still a tasty treat. Six stunts are available including flips, backscratchers and daffies. Awkward movements and falls reduce your score.

After a quick change of dress (and sex), you're ready for the Figure Skating. Impress the judges with a range of seven spins and jumps — time the landings exactly or end up with a cold bottom!

Returned to male form, you go for the Ski Jump. Continually adjust your flight position or end up like Eddie Edwards — a sad prospect indeed!

Free Skating is just like Figure Skating except you have to perform each movement three times within two minutes.

Speed Skating, on the other hand, is a completely different kettle of ice. It's a head-to-head, split-screen race against a human or computer opponent. Speed is achieved not by rapid waggling but by attaining a good rhythm with the skater's legs.

A similar technique is used for the cross-country skiing in Biathlon. At regular intervals you stop to fire you rifle at five targets — missing one incurs a five-second penalty.

Finally, there's no room for error in the Bobsleigh. Accurate steering around corners is needed as you hurtle down the 3-D track.

As with *Summer Games II*, the events are well thought out with good control systems. The graphical standard is even better with some gorgeous backdrops and convincing sprites, and sound's great too with loads of tunes. Definitely the best wintry sim around.

OVERALL STRIKE! 88%

SUMMER GAMES

Epyx/US Gold

Events: 8; Players: 8

The only real waggler here is the 100m Sprint, though rhythmic fire pressing is required for both Swimming events (100m and 4x100m). Back on land, the 4x100m Sprint is more strategic, with you simply controlling the speed of the runner to make optimum use of energy.

Again, no waggling is needed for Diving and Vaulting — aerial movements are controlled by various joystick directions. One of the best (and realistically tricky) events is the Pole Vault: press fire at exactly the right time to plant the pole, flip over the bar and release the pole. Last but not least is the skilful Skeet Shooting.

Like all Epyx games, *Summer Games* is brilliantly presented with loads of practice and competition options. Graphics are also excellent with smooth animation in every event and attractive backdrops. Most importantly, the events play really well, requiring lots of practice to get the best out of them. Great fun to play with a group of friends.

OVERALL STRIKE! 87%



DALEY THOMPSON'S SUPERTEST

The Hit Squad

Events: 8; Players: 2

Definitely Daley's best performance, this comprises eight varied events. Pure waggling is needed for Cycling, Rowing and Tug O'War, while Ski Jump, Football Penalties (one of my faves!) and Diving require waggling and skilful timing. Pistol Shooting and Giant Slalom are pure skill events.

Obviously the waggling is tiring on your arm, but the more skilful events give you a rest. As with *Hypersports*, the events wrap round until you fail to qualify, and though it's not quite as playable as that game, *DT's Supertest* is good fun for a while.

OVERALL STRIKE! 73%

THE GAMES — WINTER EDITION

Epyx/US Gold

Events: 7; Players: 8

Epyx's reworking of the winter theme isn't as playable as their original *Winter Games*. It's still brilliantly presented (apart from the two-disk multiload), though, and most of the seven events are good fun.

Among the best are downhill and slalom skiing. As well as a fast 3-D view, you get intermittent 2-D scenes from the cameras placed along the piste. Speed Skating is also a laugh with a great



two-player mode. One of the most sophisticated events (though a trifle dull) is the figure skating. Budding Christopher Deans can even plan out a choreographed routine and choose a suitable piece of music!

A lot of the events are tricky to start with, the tiniest mistake completely mucking things up, but once you get the hang it's pretty playable.

OVERALL STRIKE! 78%

DECATHLON

Firebird, Silverbird

Events: 10; Players: 4

The original joystick's nightmare is still well worth a bash if you can find it (it was rereleased five years ago!). Running events are particularly good with two-player, head-to-head races. Other events are implemented simply but effectively. Yes, it's hard on your arm with some waggling in every event, but play with three friends and you get a much-needed rest, along with a more exciting competition. It plays a whole lot better than it looks!

OVERALL STRIKE! 72%

BRIAN JACKS' SUPERSTAR CHALLENGE

Martech

Events: 8; Players: 2

Most of you are probably too young to remember a brilliant TV show on the BBC a few years back. 'Superstars' had several sportspeople competing at various sports events (not their own) to win points (why oh why don't they bring it back?). Orange-sucking Brian Jacks was the champion several times and hence lent his name to this Superstars-style computer game.

Unsurprisingly it's very energetic with a lot of waggling in events like Canoeing, 100m Sprint, Swimming (pressing fire to breathe), Arm Dips and Cycling. Three more sedate events offer a brief rest: Boar Shoot (aiming a crosshair at a moving target), Squat Thrusts (combination of joystick movements) and Football (dribbling round cones and shooting for goal).

Like most heavy wagglers it's tough to continually reach the qualifying standards, and enjoyment is marred by an aching arm.

OVERALL STRIKE! 68%

THE GAMES — SUMMER EDITION

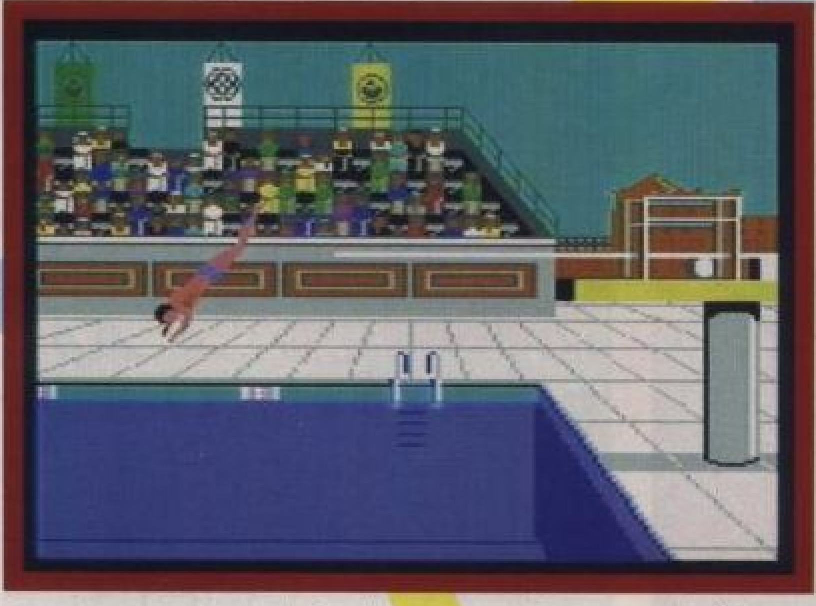
Epyx/US Gold, Kixx

Events: 8; Players: 8

It may not be a ski sim, but Epyx were definitely on the downward slope when this was released to coincide with the Seoul 1988 Olympics. Those South Koreans are great animal lovers, so it's apt that the game stinks like a boiled kitten.

Most of the events are poorly implemented, with some overcomplex control systems required for Assymetric Bars and Rings. Sadly, the 3-D-view Cycling is the only event to offer head-to-head, two-player competition. Don't get it confused with the infinitely superior *Summer Games II*!

OVERALL STRIKE! 48%





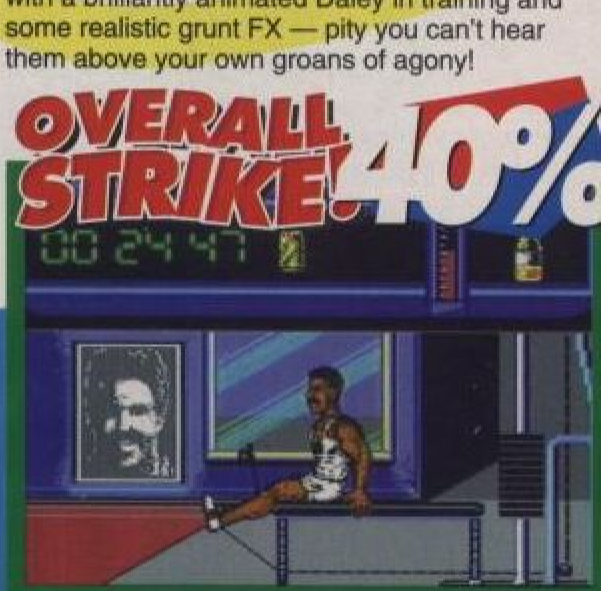
DALEY THOMPSON'S OLYMPIC CHALLENGE

Ocean, The Hit Squad

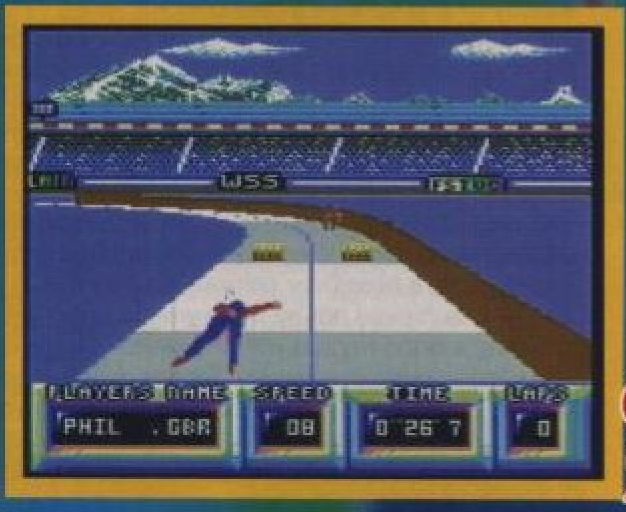
Events: 10 + training; Players: 2

Waggle waggle waggle SNAP! Arrrgghhh, I've broken me bleedin' arm! This has to be the hardest joystick-jiggler of all time. Daley starts off in the gym, waggling to do various exercises to help him in the ensuing decathlon — you're knackered before he's even started! All ten events involve yet more hard waggling to attempt harsh qualifying standards. This is a test of sheer endurance rather than skill, and a flippin' painful one too. A shame, as the game looks really good with a brilliantly animated Daley in training and some realistic grunt FX — pity you can't hear them above your own groans of agony!

OVERALL STRIKE! 40%







WINTER SUPER SPORTS

Flair

Events: 8; Players: 6

The most recent snowy sports sim is a mildly playable romp through eight events. There's three similar, downward-scrolling skiing events: Downhill, Ski Challenge (two-player head-to-head) and Slalom. A 3-D view is utilised for both Luge and Bobsleigh, with accurate steering needed to stay on the tortuous track.

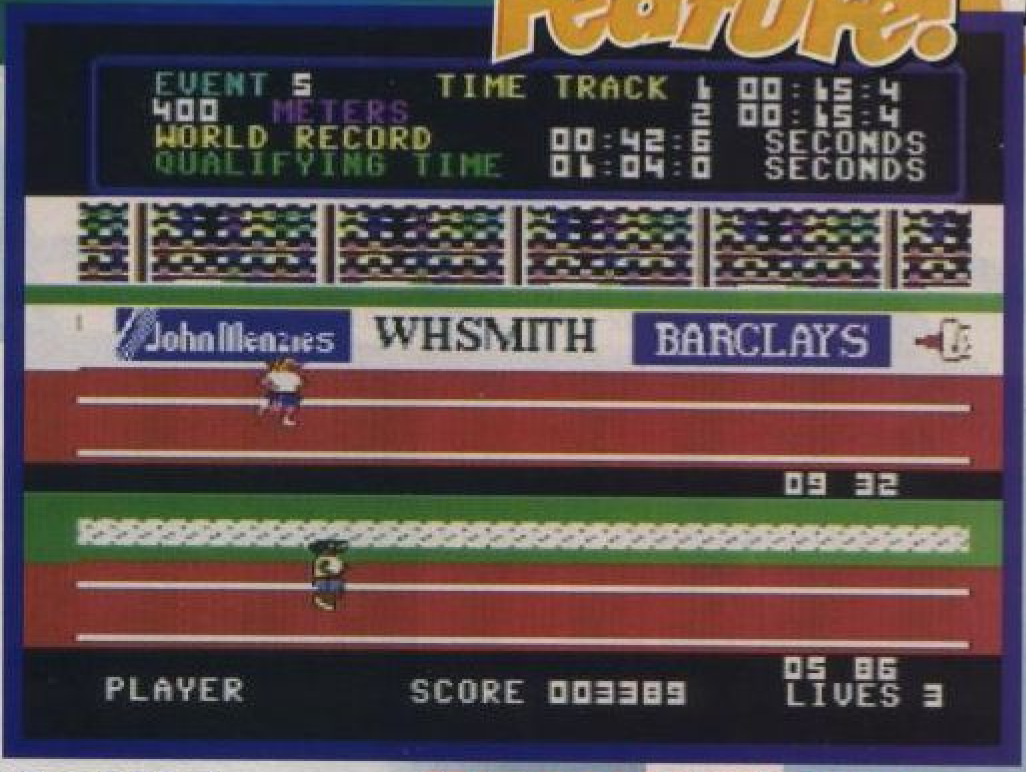
Another 3-D view is used for Speed Skating and Bale Jumping (I've done a bit of that!). Both involve left/right movement in time with your man's skates, so at least you don't get a sore arm.

The other event is a bit of an odd 'un. Skidoo has you negotiating a multidirectionally scrolling, maze-like track. It plays as well as it looks — bleurgh!

Other than this hiccup, *Winter Super Sports* is a pretty sound package, though some of the events are very similar. None of them are as playable as those in *Winter Games*, but Ian seems to like the game a lot — so if you're a bit like him (Gawd help you!) you'll probably enjoy it.

OVERALL STRIKE! 62%





WINTER OLYMPIAD

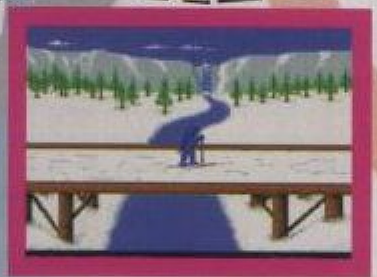
Tynesoft, MicroValue

Events: 5; Players: 6

Brrr, it's enough to give you cold feet all right. Sluggish controls make the dull events even dodgier. Biathlon is boring with the course repeated four times, the Bobsled overturns at the slightest error, Ski Jump's about as good as Eddie Edwards without his glasses, Downhill Skiing's too slow, and Slalom's just about playable. Not a patch on its summer counterpart. Why Ian gave it 60% last ish (on the *Olympiad Collection*) is a mystery — maybe he's got snow on the brain?

OVERALL STRIKE! 38%





DALEY THOMPSON'S DECATHLON

Ocean, The Hit Squad

Events: 10; Players: 2

Yet more hard waggling and simplistic graphics (including an appalling, stout Daley sprite). Included are some more-restful events, such as the high jump (albeit with the infamous bug allowing you to jump under the bar!). It looks crude, it is crude. It was bad enough at the time, and certainly can't hold an Olympic torch to some of its infinitely more-sophisticated successors. Time to retire, eh Daley?



OVERALL STRIKE! 34%

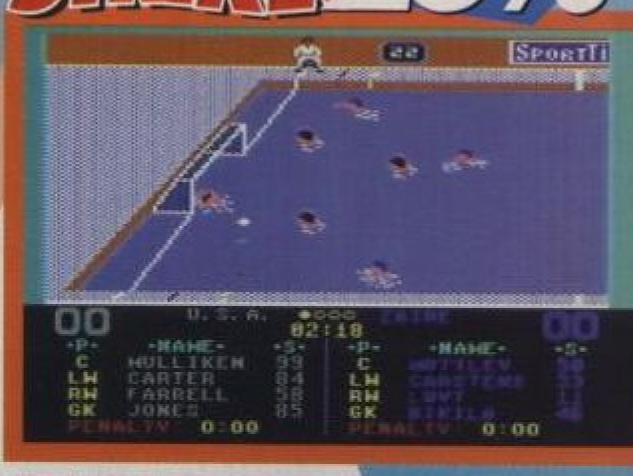
INTERNATIONAL TEAM SPORTS

SportTime/Mindscape (disk only)

Events: 5; Players: 2

I've never been a fan of Ed Ringler's SportTime sims, and this one's no exception. Though it's disk-only, the multiload works at about the same speed as a tape! And when the events do load, they're so poor you'll wish they hadn't! Unresponsive athletes compete in Soccer (Accrington Stanley standard), Water Polo, Volleyball, 4x400m Relay and Swimming. No thanks.

OVERALL STRIKE! 28%



SUMMER OLYMPIAD

Tynesoft, MicroValue

Events: 5; Players: 6

Far better than its winter counterpart, this contains five playable events. The Skeet Shooting is my personal fave. A lot more sophisticated (and harder) than its *Hypersports* counterpart, it has you aiming your twin barrels at the quick-flying skeets from seven different positions.

Hurdles, on the other hand, is a bit disappointing. You waggle to make your man run faster, pressing fire to jump the hurdles, but your bloke doesn't seem to respond very accurately to your movements (if at all, at times!).

Triple Jump is a bit better, featuring more waggling and a solitary fire-button press to set the jump angle. Diving is good fun with your lanky bloke performing loads of impressive spins and somersaults from the high board. Finally, Fencing plays well too but sadly doesn't permit two players to fight each other.

Taking a slightly different angle to most of the events, *Summer Olympiad* is now available with *Winter Olympiad* on MicroValue's budget *Olympiad Collection* (see last ish).



OVERALL STRIKE! 65%

HUNCHBACK AT THE OLYMPICS

Software Projects

Events: 8; Players: 2

Amazingly this pile of old tosh was licensed from an obscure coin-op. It even won a ZZAP! Tacky award (remember them?). Eight athletic events involve waggling forwards and backwards, but they're bugged to hell. A seemingly perfect throw often goes a pathetically short distance. The graphics are so bad, they're funny — unlike the supposedly comical interlude screens. This grotesque game will definitely give you the hump!

OVERALL STRIKE! 15%

SCORELORD

Greetings, amoeba-like organisms. Quite a few of you are confused about some of the highest scores printed here. Take *Thrustaball*, for instance. Its score 'clock' only goes up to 999,999, so some cynics have written in, claiming the 3,000,000+ high score isn't possible. What, in fact, has happened is that the scorer has 'clocked' the game (reached 999,999), and added on anything scored afterwards. This is perfectly acceptable on any game — most of their score 'clocks' reach a maximum number before reverting to zero. It's a bit like the mileometer on Phil's clapped-out Metro! Keep sending your scores (clocked or not) to *The Scorelord, ZZAP!, Europress Impact, Ludlow, Shropshire SY8 1JW*, or DIE LIKE A DOG!

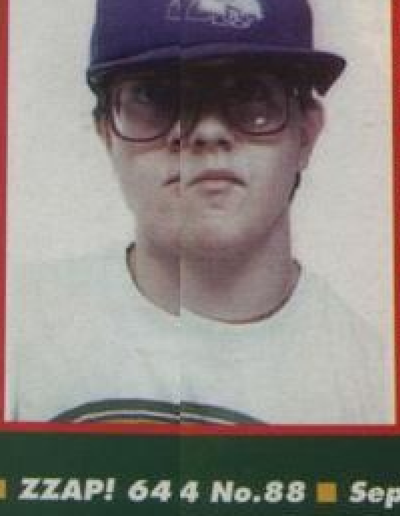
ALLEYKAT (Megatape 26)
2,158,100 Richard Conroy, Hoscrea, Co Tipperary, Ireland
1,781,200 Wim Vahl, Kampen, Holland
1,700,100 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs

ARNIE (Zeppelin)
43,000 Joanne Clark, Lincoln
32,760 Gaz 'Sexxy Boy' Hutchinson, Wragby, Lincs
13,670 Andy 'Toilet Head' Manx, Louth, Lincs

BATALYX (Megatape 25)
3,478,590 Joanne Clark, Lincoln
2,476,590 Damon Naile, Exmouth, Devon
1,493,340 Kev Charlesworth, Hailsham, E Sussex

BIG NOSE'S AMERICAN ADVENTURE (CodeMasters)
369,345 Graham Keeling, Bournemouth, Dorset

BOULDERDASH IV (Megatape 23)
60,545 Wim Vahl, Kampen, Holland
59,575 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
56,265 Michael Garnett, Hatfield, Herts



● Jon Chapman cuts a dash in his snazzy Zzap! baseball cap... he's no mean joysick jockey either, judging by his score, but then again, he's still only a worthless human worm next to me!

BUBBLE DIZZY (CodeMasters)
38,073 Graham Keeling, Bournemouth, Dorset

CREATURES (Thalamus)
25,790 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
22,434 (Completed) Graham Keeling, Bournemouth, Dorset
17,550 (Completed) Yoz Hutchinsonm Horncastle, Lincs

CREATURES 2 (Thalamus)
36,925 (Completed) Matthew 'Mole' Allen, West Ewell, Surrey
9,305 James Houghton, Somewhere, Earth

FLIMBO'S QUEST (System 3)
350,200 (Completed) Raza 'the Baz Kaz' Arshad, Sharjah, UAE
317,130 (Completed) Arif Khan, New Malden, Surrey
278,045 (Completed) Steven Garcher, Stoke, Coventry

GRIBBLY'S DAY OUT (Megatape 25)
9,000 Andy 'Toilet Head' Manx, Louth, Lincs
7,325 Graham Keeling, Bournemouth, Dorset
3,573 Matthew 'Mole' Allen, West Ewell, Surrey

HUDSON HAWK (Ocean)
47,375 Chris Hutchinsonm Horncastle, Lincs
41,375 Danny G, Dalton-In-Furness, Cumbria
24,833 Rory McGlinchey, Edmonton, London

IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (Tronix)
$20,380,030 Brian Gabriel, Blarney, Co Cork, Eire
$19,760,000 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
$18,820,000 Paul Turville, Churchdown, Glos

MRS MOP (Megatape 28)
4,615,600 Joanne Clark, Lincoln
3,615,600 Nicola Orbell, Hedingham, Essex

NARC (The Hit Squad)
2,003,150 (Completed) John Wilson, Camberley, Surrey
2,001,150 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
2,000,150 Andy 'Toilet Head' Manx, Louth, Lincs

NIGHT SHIFT (Lucasfilm/US Gold)
$81,300 David Humphreys, Murroe, Co Limerick, Eire
$81,100 Paul Cardno, Formby, Merseyside
$80,200 Andy Holgate, Manchester

PANG (Ocean)
830,473 Aland Healy, North Strand, Ireland
700,000 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
633,345 Paul Cardno, Formby, Merseyside

PARADROID (Megatape 24)
295,650 (Completed) Matthew 'Mole' Allen, West Ewell, Surrey
233,300 (Completed) Raza 'the Baz Kaz' Arshad, Sharjah, UAE
114,570 Michael Garnett, Hatfield, Herts

POWERAMA (Megatape 21)
12,221,200 Michael Garnett, Hatfield, Herts
10,586,250 Murat Mustafa, London
8,805,975 Damon Naile, Exmouth, Devon

PUZZNIC (Ocean)
6,100,000 (Completed) Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
5,998,000 (Completed) Ronal Bhan, Lower Hutt, Wellington, New Zealand
5,455,100 (Level 8-8) CC Barclay, Edinburgh

RAINBOW (Megatape 24)
32,350 Patrick Walsh, Formby, Merseyside
10,715 Graham Keeling, Bournemouth, Dorset
10,025 Raza 'the Baz Kaz' Arshad, Sharjah, UAE

REVENGE OF THE MUTANT CAMELS (Megatape 19)
356,080 (Completed) Matthew 'Mole' Allen, West Ewell, Surrey
290,532 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
280,532 'Ultimate Sheep', No Fixed Address

ROBOCOP 2 (Ocean)
14,358,500 (Completed) Ronal Bhan (Robo Wiz), Wellington, New Zealand
14,356,700 (Completed) Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
11,001,100 (Completed) Matthew Dainty, Shrewsbury, Shrops



● Even tastier than orange Ribena, Joanne Clark blows the boys away with her humongous high-scores on loadsa-games!

ROBOCOP 3 (Ocean)
2,000,000 Daniel 'Arnie' Greensmith, Ellon, Aberdeenshire
1,500,000 Joanne Clark, Lincoln

ROD-LAND (Storm)
471,100 (Completed) Ronal Bhan, Wellington, New Zealand
389,150 (Completed) Matthew 'Mole' Allen, West Ewell, Surrey
309,350 Graham Keeling, Bournemouth, Dorset

SHOTAWAY (Megatape 18)
79,570 (Completed) Jon Chapman, Grimsby, S Humberside
65,070 Danny G, Dalton-In-Furness, Cumbria
51,790 Graham Keeling, Bournemouth, Dorset

SMASH T.V.
12,247,490 (Completed) Paul Cardno, Formby, Merseyside
11,255,360 (Completed) Patrick Walsh, Formby, Merseyside
10,836,620 James Hoyle, Lancaster

SUPER SEYMOUR (CodeMasters)
1,523,300 Graham Keeling, Bournemouth, Dorset

SUPER SPACE INVADERS (Domark)
27,311,111 (Completed) Joanne Clark, Lincoln
3,210,930 (Completed x 3!) Matthew 'Mole' Allen, West Ewell, Surrey
1,297,760 (Completed) Wayne Perkins, Colchester, Essex

SUPER SEYMOUR SAVES THE PLANET (CodeMasters)
511,800 Adrian Spink, Temple Ewell, Kent

TERMINATOR 2 (Ocean)
184,550 Graham Keeling, Bournemouth, Dorset
110,800 (Completed) Liam Ryan, Co Tipperary, Ireland
100,150 John (Jojo) Cunningham, Leven, Fife

TURBO CHARGE (System 3)
15,670 Yoz Hutchinsonm Horncastle, Lincs
15,610 (Completed) Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
15,250 (Completed) Graham Keeling, Bournemouth, Dorset

ZYBEX (Megatape 15)
393,000 (Completed) Joanne Clark, Lincoln
391,000 Scott Leach, Sutton Park, Hull
276,000 (Completed) Andy 'Toilet Head' Manx, Louth, Lincs



● Sean Chapman's highest score Continental Circus is a staggering 3, 994, 620. I thought it was pretty impressive for a worthless humanoid — he doesn't look too happy about it though...

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Peep

Fuzzball

What a loada balls! PHIL KING blows the whistle on a couple of footy managers, scours a castle for lost fuzzy balls, then speeds round Silverstone in his Metro.



System 3

This platform puzzler is far-removed from the usual System 3 epic arcade adventure, but if it's anything like the Amiga original, it's sure to be a big hit.

As the title suggests, you control a furry little fellow, but he wasn't always that way. In a variation on the Sorceror's Apprentice story, he was the naive wizard's assistant who fiddled with a forbidden chest and released a host of tiny Fuzzballs which quickly spread throughout the castle. In his panic, trying to stop them, the hapless apprentice mistakenly turned himself into a Fuzzball!

Of course, his master was furious when he returned, and sentenced the poor lad to remain in his fuzzy form. The apprentice would only be allowed to return to his human form by returning all the Fuzzballs and the jewels they took with them.

This involves jumping around 50 platform-filled screens, collecting the gems and blasting the Fuzzballs. However, this doesn't dispose of them, but merely reduces them in size temporarily. At this point they can be knocked off their platforms, but if you're not quick enough they regrow into differently coloured, more intelligent Fuzzballs.



1st Division Manager

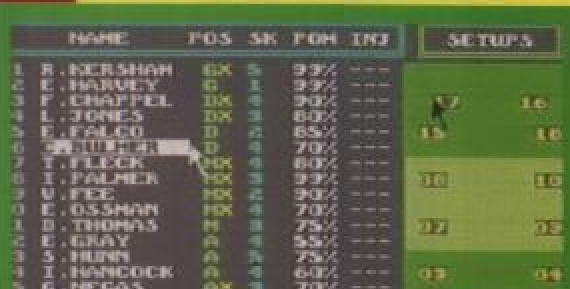


CodeMasters

An unusual departure for the normally arcade-mad Codies is this footy management game — we can't remember them doing one before.

Nevertheless, their first-time shot looks set to hit the target. Most impressive is the arcade match sequence, with players zipping around the overhead-view, flickscreen pitch. Realistically, the players on the field behave according to their statistics — some are faster; some more intelligent.

Of course, there's tactical options aplenty, including transfers, team selection, formations, training, injuries and substitutions. In addition to the league, you can go for glory in the cup when *1st Division Manager* kicks off soon.





Slicks



Your tricky task is made harder by a tight time limit.

Having played the Amiga game, we can say it's one of those infuriating but strangely compulsive games — and there's no reason why it shouldn't convert perfectly to the C64. Watch out for the Fuzzballs when they're released at the end of this month.



CodeMasters

This could be the hottest racer since Nigel Mansell. Based on the Codies' console classic *Micro Machines*, it's an overhead-view jobbie in the mould of *Hot Rod* or *Supercars*. This goes one better, however, with a Grand Prix championship utilising famous international tracks, including Silverstone.

Steer your car round the course *Supersprint*-style with left/right to rotate, and fire to accelerate. Like Mansell, you're allowed to take short cuts across the grass, but hit the tyre wall and your car's wrecked. Before each race, your position on the grid is determined by a qualifying lap. In addition, you can challenge any other driver — beat him in the race and you can nick his car! Trouble is, slower drivers can also challenge you and take your car.

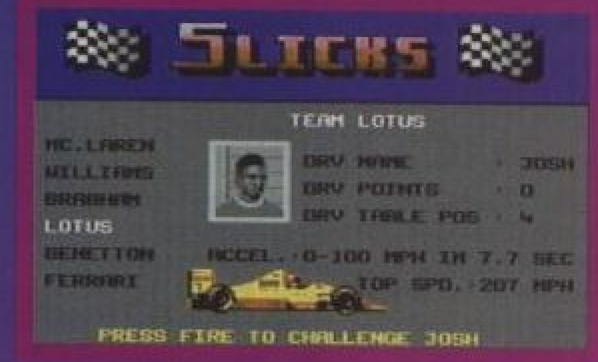
It's certainly compulsive stuff. Most scintillating of all, though, is a *Micro Machines*-style two-player mode. This is a head-to-head contest with both drivers trying to get one screen ahead. This removes one of the loser's six lights and adds one





to the winner's — it's a sort of driving tug o' war!

Get ready for the green light when this slick racer's reviewed next ish.





Match of the Day

Impulze



DES: 'What a strange match. Any comments, Jimmy?'

JIMMY: 'Well it's great to be on the telly again, and I like that drawing they've done of me, even if the chin's not quite big enough.'

DES: 'Yeah, but they'd have had a job fitting it all onto the screen. Mind you, and here's a fact, the game's of epic proportions too.'

JIMMY: 'Yes, but don't you feel it lacks the likes of Peter Beardsley? — I've always said he's the man for the job.'

DES: 'But what about that diary, so the manager can plan out his week by placing the various management icons at different times?'

JIMMY: 'An excellent move, and one which I personally recommended several years ago. Not that I'm boasting or anything.'

DES: 'Perish the thought, Jim. And that overhead match view's a bit special too.'

JIMMY: 'As I've always said, I like looking down on people.'

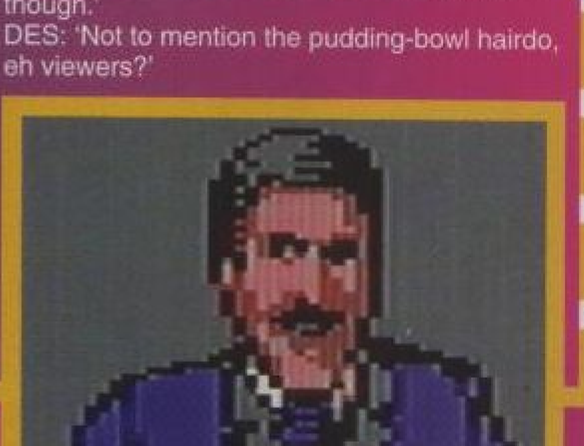
DES: 'Just as long as you don't patronise the folks at home — perish the thought.'

JIMMY: 'I for one can't wait for this one to kick off. Whether the omission of Beardsley will have any effect we'll have to see.'

DES: 'Just to tell the folks at home, *Match Of The Day* will be shown, exclusively on Impulze, next month. And no doubt the computer pundits will give their half-time comments. Anything to add, Jim?'

JIMMY: 'Yes. Peter Beardsley is a wonderful little player. See how he swept it in with his right foot? Shame about his computer game, though.'

DES: 'Not to mention the pudding-bowl hairdo, eh viewers?'



it's Corky!



'QaStaHvIS ram SIjlaH qetbogh,' as the old Klingon saying goes (which roughly translates as 'four thousand throats may be cut in one night by a running man'). Yes, I'm trying to learn a bit of the Klingon language, not that there are many Klingons around but as a Trekker I fancy trying. So welcome to the best tips section this side of the Horsehead Nebula. You'll find 'em all here: solutions, hints, maps and cheats for the latest C64 games. This month I have for you the first Tips Clinic, an *Addams Family* solution, complete solutions to *The Bod Squad, Big Nose's American Adventure* and first island of *Creatures 2*, plus tips on the mega-brill *Space Crusade*. So forget the rest and read ZZAP! 'coz it's the best (and I'll hit you if you disagree).

SPACE CRUSADE

Gremlin

Mark Crisp is the sender of these very handy *Space Crusade* tips, so strap on yer Terminator armour, grab a Storm Bolter and prepare to enter the fray.

● Before you select your equipment on the 'Set Up' screen, you should decide your tactics. If you're planning a lightning, guerilla-style raid without killing too many aliens, just go for Storm Bolters. But for the 'gung-ho', alien-splattering merchants among you it's best to grab the heavy-duty ordnance, though this does slow your men down a bit (don't you mean a lot? — Corky).

● Destroying Dreadnoughts is easier than you may imagine, even though these muthas carry two heavy weapons and a Bolter. It's simplicity itself to lure one into a doorway (especially in the Seek And Destroy mission). If you have 'Master Control' over the doors you can close 'em at a distance. If not, make sure your Commander has plenty of hit points left and stand him outside the relevant doorway (the Dreadnought should come to him).

● If you take Close Assault Blades as part of your equipment, you'll be able to throw an extra light-weapon die in hand-to-hand combat. The beauty of this is that you can attack diagonally. This manoeuvre is especially handy against Gretchins, 'coz they can't defend themselves when attacked from this direction.

When you encounter a group of Gretchins or Orks, the most effective way to kill 'em is to use the Assault Cannon (especially if a Targeter is attached). If the dice roll is sufficiently high, you should be able to refire a few times and hopefully wipe 'em out.

● Each 'Chapter' carries at least one piece of equipment that's unique to them. Blood Angels possess a Bionic Arm (this gives the commander tremendous strength), Imperial Fists carry both Suspensors (used to negate the weight of heavy weapons) and a Combi-Weapon (a rare and prized object that's two weapons in one). Ultra Marines can carry a Bio-Scanner (an advanced general purpose scanner), Digital Weapons (increases hand-to-hand ability of Commander) and a Medi-Pack (this restores all the commander's life points). So choose your team carefully.

REPLAY POKES

Here are some handy Action Replay POKES from Adrian Sharp who lives in Cumbria.

BLUES BROTHERS
POKE 11350,189 Infinite Lives

THE SIMPSONS
POKE 3270,173 Infinite Lives
POKE 12712,173 Infinite Paint

SPACE GUN
POKE 2934,181 Infinite Credits
3052,181
15483,165

PANG

Ocean

Pressing the Commodore key allows you to skip levels, while the RUN/STOP key makes you invincible.

WHO'S CLIFF BURTON?

Here are some handy POKES from someone who's a big Cliff Burton Fan (whoever he is) and sounds a complete nutter.

ADDAMS FAMILY
POKE 7265,173 — Infinite Lives

PP HAMMER
POKE 8818,173 — Infinite Lives
POKE 8717,173 — Infinite Time
SYS 4096

DJ PUFF
POKE 41647,173
POKE 41666,173 — To Get Rid of The Nasties

BIG NOSE'S AMERICAN ADVENTURE

CodeMasters

Richard Beckett from York is back, and this time he ain't taking any prisoners. First we have a complete solution for *Big Nose's American Adventure*.

General Tips

Keep lobbing the rocks around 'coz they're unlimited. Shoot everything you see, and don't pick up the potions or the beer. The beer reverses control of Big Nose, so if you do collect it head for a safe position and wait for the effects to wear off. The potion freezes Big Nose, so here you just have to pray that nothing hits you until the effects wear off.

Level 1 — Manhattan

Go right along the ladder, climb up and collect the hamburger. Climb onto the platform above you, jump on the platform to the left and jump left along the next three platforms. Jump onto the scaffolding bolted onto the building to your left, leap onto the platform on your left. Jump to the platform to the far left and collect the drink, now jump on the platform to the right. Collect the hamburger and jump to the right platform, now jump up to collect the drink.

Jump along the platforms to the left of the screen, jump up until you reach a key. Collect it and go down to where the wall to the right ends, jump to the right of the wall and go up. When you reach the top of the screen, fall down between the two walls. Go right and climb up the ladder, jump over the be and go left. Climb up the ladder and go right (jumping the potion on the way), and then go up the ladder. Fall down between the walls and keep going right, so you go through the gap in the right wall.

Go right (jump the potion), go up the ladder and head left (jumping the beer). Go up and right, stand on top of the wall and jump to the right. Collect the extra life and go left to the top of the screen, now climb the ladder to the giraffe. Collect it and fall down to the long platform, now go right to the end of t screen. Climb the ladder and go left to the key (dodging the beer), collect the key.

Fall down to the long platform and fall through the small gap in it. Go right and fall down the gap at

THE BOD SQUAD

Zeppelin Games

For all you poor sods still tearing your hair out, here's the complete *Bod Squad* solution thanks to Richard Beckett. L = left, R = right, U = up, D = down, and U/L = up/left.

Level One Solution

R, D, D, R, U, jump up through spinning wall then the wall above that moves when touched, U, R, D, R, R, D, U, jump up the left wall on the invisible floors, L, hit switch, D, D, stand on block, jump U/L, hit switch, D, R, stand on disintegrating floor, fall down and land on left-hand ledge, L, U, hit switch, D, L, D, hit switch, L, hit switch, U, L, hit switch, R, R, push block to right of hole, hit the four switches, L, L, U, stand on block, R, D, R, R, R, hit switch, L, U, R, D, D (on left column), L, U, R, hit switch, L, D (on right column) D, L, D, L, D, push block left so you can stand on it and jump up, U, D (right column), R, U, hit switch, D, D.

Go through the floor that revolves when touched, L, push block right and then right again into the far corner, stand on it, R, shoot left wall, L, collect potion, R, R, hit switch, U, U, U, collect potion, D, D, L, hit switch, R, head-butt the wall containing the switch, D, L, L, U, U, L, U, L, U, D (left column), hit switch, U, U, D (right column), D, (right column) R, R, R, U, D (right column), hit switch, D (wall), L, L, U, hit switch, D, L, U, push block under switch and stand on it, hit switch, D, R, R, R, U, R, U, U, D (left column), L, L, L, U, hit switch, L, push block under switch, hit switch, R, D, R, R, R, U, D (right column), D, L, D, L, L, L, D, rescue mini Bod, U, R, R, R, U, R, U, U, U, L, D, L, U, R, R, U, L, U, D (left column), L, U, L, collect potion, hit switch, L, enter Tardis and exit level.

Level Two Solution

R, stand on right of bridge and jump up to the switch, hit the switch and fall down, R, U, U, shoot the base of the wall and walk through as it turns round, R, D, L, hit the switch, push the block right so it goes under the ladder, stand on block, U, L, U, U (go up the right ladder), push block left through the falling floor, D, push block right so it falls down the left side of the hole, D, hit switch, stand on block, U, L, U, hit top switch, hit bottom switch, D, D, L, U, R, U, L, push the block to the far right of the right-hand hole, D (on the right hole), hit switch, stand on block, U, R, bounce up on trampoline, hit switch, D, L, U, L, stand on left of screen and fall through the collapsing wall, hit switch, bounce up on trampoline, U, U, hit switch, R, R, R, collect potion.

Fly L, L, L, D, R, R, push block down, D, push block slowly right so it falls straight down, push the block quickly right so it doesn't fall through the hole in the floor, R, push the block under the switch, stand on block, hit switch, L, U, U, L, R (on top platform), D, bounce up on trampoline, U, fall down right hole, D, R, U, U, hit switch, D, D, push the block left so it falls straight down through the wall, push block right off the platform, D, stand on the block, hit switch, D, D, D, D, L, collect potion, L, L, stand on right of bridge, jump up to the switch.U, L (through the door that opens), collect the potion, hit switch, R, D, R, R, R, collect mini Bod, L, L, L, L, enter Tardis and fly to the haunted house.

Level Three Solution

Jump on moving wall, hit switch (the grey square, it turns green when on), R, R, stand on ghost to go R, collect potion, bounce U on mattress, wait for the potions effects to wear off and hit switch, L, L, L, L, collect potion, R, U, R, stand on block, jump U, stand on fireplace, jump U onto higher platform, R, hit switch, L, use high jump on the left of the stairs and go through the wall above, L, enter door (hold down fire and press up), R, D, R, R, U, L, collect potion, hit switch, R, D, R, enter door, L, L, jump U, L, enter the right hidden door (the hidden doors are the brown spots on the bookcase), rescue the mini Bod, enter door, L, D, R, enter hidden door (the black on the wall), enter Tardis to complete the game.

the far right, go left, climb the ladder and collect the shield. Fall down and go left, climb the ladder and jump on the platform to the right of the wall (this is where you grabbed the first key). When you get there go up, then fall down between the walls. Go right and then up the ladder, go left (jumping the beer) and go up the ladder. Finally go up the nearest ladder and rescue the lion.

Level 2 — Wild West

Go right to the ladder and climb it, now jump left along the platforms. Climb the ladder (jump the beer) and jump along the platforms to the right. Go up the ladder and jump left along the platforms, then collect the key. Go left to the ladder (jump the potion) then go up, jump along the platform to the right while avoiding the two beers. Go to the cage at the end of the platforms and rescue the snake.

Go down and collect the key, then go up and jump along the platforms to the left. When you come to the ladder go down and jump right along the platforms. Go down the ladder and fall right onto the ground, go right up the ladder and avoid the potion while going left along the platforms. When you reach the ladder climb it, jump the beer and go right along the platforms to the cage containing the parrot.

Level 3 — Golden Gate Bridge

Go right (jumpingthe two potions) and climb the ladder, go left along the platforms to the key. Collect it and go up on theplatforms, then go right. Climb up the ladder and go left (jump the potion), fall down the right-hand gap between the walls. Jump along the platforms to the left (jump over the beer), collect the two keys at the far left. Fall down and go right, then climb up the ladder. Go left, then up, then right and climb the ladder.

Go left, then down the left gap between the walls. Go left (jumping the potion) and climb the ladder, go right then climb the ladder. Go right (dodge the beer), collect the life and rescue the tortoise. Go left and down to the ladder on the floor, climb down it and fall to the start position. Go down the ladder and then right along the platform (jump two beer barrels) to the cage. Now rescue the Gorilla and complete the game.

NAVY MOVES

The Hit Squad

Stuart Carey's the sender of these ass-kicking tips for the recently rereleased *Navy Moves*. Take it away Stu.

The access code for part two is 2277, so here's the solution for part two:

Go around the complex and kill the following: Machine Official, Transmission Official and the 1st Official. Search each of 'em and take note of the three code numbers (they're different every time you play). Go to Console One and type 'open door', then enter the code found on the Machine Official. Enter the room and run left, the bomb will now be set. Go to Console One again and type 'emerge', then type in the 1st Official's code.

Next type 'stop motors' and type in the 1st Official's code. Finally type 'transmit' and type in the Transmission Officer's code. The computer will ask you for the message, so type in 'OABERBYAMD'. Type 'end' to finish communication, then make your way to the top of the control tower and walk to the edge of the platform. Your submarine will appear and the enemy sub will explode (har, har) — now sit back and watch what happens.

THE SIMPSONS

Ocean

Following on from the tips for Level One printed a couple of issues ago, David Ewing from Co Limerick provides some more help for those of you stuck in Springfield.

Level 2 — Springfield Shopping Mall

- There are only 12 hats lying around, so you need to knock another 12 off people's heads.
- Make sure you use the X-Ray specs before you jump on a person's head, if they're not mutants you'll lose half a life.
- Standing on litter bins and jumping vertically reveals coins.
- A few screens into the level there's some tricky jumping to do over moving platforms suspended over a pit. **THIS CAN BE AVOIDED** — jump onto the second moving platform and jump vertically three times. The platform will rise to the top of the screen and carry you to the edge of the pit.
- The shopping mall consists of four floors, at the end of each floor is a baddie that Bart must defeat to progress.

Floor 1 —Clyde: Use the litter bin to avoid his yellow Frisbees. Jump on his bonce five times to destroy him.

Floor 2 — The Big Shoe: Jump on the occupant's heads ten times to defeat him. Only jump on him from behind though.

Floor 3 — The Magician: Disappears and reappear. Tricky to beat because there are no litter bins to jump on. When he appears, jump over his missile and jump onto his head. Run to the far right or far left of the screen and wait until he reappears, repeat procedure until he's dead.

Floor 4 — Mrs Botz: She drops suitcases on your nut from a great height. Bart must jump on the suitcases to send them back up to her. Hit her ten times and you're on your way to Level Three.

Level 3 — Krusty Land

This is a short level, and one of the easiest to complete.

- Don't miss any 'proof of existence' tokens because Lisa makes the end-of-level confrontation easier.
- If you win in either of the sideshows, you'll

receive a free life.

- In the Duckshoot sub-game aim for the ducks' heads, not the bodies.
- Watch out for the little girl sitting over the pool of water, she fires little darts at you with uncanny accuracy. To get rid of her you must hit the target on her right wth your slingshot.
- The Dizzy Doors game is quite easy, once you know the order. Imagine the doors are numbered one to nine in the following order:



You must open the doors in numerical order. But if there's no door number five, just go onto number six (and so on). After opening door nine (or the next highest one), go back to door one and repeat the process. Nine balloons are your reward for completing it.

- On the jumps over the organ pipes, only use the second and sixth pipe as these are the easiest.
- Watch out for the small acrobats, just jump over them while they're spinning along the ground.
- You can get the rest of the balloons needed at the first tent outside the Funhouse exit. Just keep scrolling the tent on and then off the screen, a new balloon will appear each time.
- The jumps across the Big Wheel are among the trickiest in the whole game. Jump on the roof of the tent, and from there onto the first carriage. Go to the far left of the first carriage (as close to the edge as possible), and face right. Now comes the tricky bit: hold down the fire button and jump to the right. With a birrov luck you'll land on the second carriage (which doubles as a trampoline), and bounce safely to the other side. Give yourself a big pat on the back if you make it across.
- Sideshow Bob's easy to beat if you have Lisa helping you. Just stand at the far left of the screen and let Lisa do the rest.
- There's a secret coin room inside the Funhouse. Drop onto a hidden platform in the big clown's mouth from the screen above (drop off the right-hand side of the highest platform on the left). When on this hidden platform, jump straight up to enter the bonus screen.

Level 4 — Springfield Natural History Museum

This level may have the best graphics in the entire game, but it's the hardest as far as jumping is concerned.

- To get bonuses out of the glass cases, jump on the glass three times.
- You can stand on the bottom ledge of every picture frame (this is more useful than you might think).
- Be careful of pictures featuring Zebloid mutants, they come to life if Bart stands too close to them.
- The laser beams are easier to pass than you may think: as long as Bart doesn't jump, only the beam on the bottom kills.
- The small beetles in the Tropical Forest home in on Bart, so keep moving.

You can jump on the horizontal branches of the trees.

- The river can only be crossed by jumping on the crocodiles. Only jump on the first crocodile when it starts moving.
- The monkey only fires coconuts along three levels. Jump over the monkey while it's firing its bottom coconut.
- Don't rush when trying to pass the spiders, it's easy to make stupid mistakes.
- Use the Jebediah head of invincibility to get the exit sign on the left of the glass case (warning: invincibility only lasts about five seconds, and there's no warning before it goes).

You must now enter the Egyptian pyramid via a tricky tunnel of disappearing red platforms. The sequence is:

Long jump forward
Long Jump forward
Short jump back
Long jump forward
Short jump back
Long jump forward
Long jump forward — and you can only jump on the red strips.

The next bit is marginally easier. You have to jump on the boulders as soon as they appear, or the one you're standing on will disappear. Just jump the snakes.

You'll now be on a screen with three statues, a sarcophagus and loadsa beetles. At the foot of each statue is an invisible platform, so stand under the left-hand statue and jump on the platform. Ankhs will appear on each statue. When one appears above your head, jump to pick it up. After about seven ankhs the screen will shake and you'll be able to move on.

You must now defeat a Mummy. As soon as the Mummy appears, run left and jump on the hidden platform at the far left of the screen. You're now safe from the Mummy's fire. Jump on his head and steer Bart to land on the hidden platform. Repeat until dead, but beware 'coz if the Mummy leaves the screen on the left a new 'un will appear on the right. So keep the same Mummy on the screen at all times, jumping on his head five times to kill 'im.

Next is probably the hardest jump in the game. It consists of a river of lava flowing from the top of the screen to the bottom, and a log that moves from the background to the foreground. Needless to say it

TIPS CLINIC

I've been promising a Tips Clinic for a long time, this month Steve has threatened me with the dreaded P45 if I don't comply. Erm, so without further ado here's the first customer...

- Luke Croft (I think it is anyway, his handwriting's as bad as mine) from Kent is after the passwords for ***Steg***. Sadly I don't have them to hand, but if any of you lovely readers could help Luke write to me at the usual address and I'll send 'em to him.
- Mr Gibbins from Twerton in Avon, rang up to ask about a possible POKE for the recently released ***Silent Service*** to give infinite torpedoes — the game contains a flaw whereby you don't have enough ammunition to complete later levels.

Well, even better than a POKE is this easy cheat. At any time during the game, press RUN/STOP. When the cursor appears, type in RUN and press RETURN to continue with a full quota of weaponry.

- Andy Thom from Norfolk's after any more tips for the recently Megataped ***Trashman***, again if anyone can help write to me and I'll bin it, er, I mean hand the info on!
- Christopher Nicholls from Plymouth's after an infinite lives POKE for ***Turbo The Tortoise***. Anyone? In the meantime, Chris, I can tell you that if you press the left arrow key on the C64, you skip to the next level (thanx to Jon Potter for that little snippet).
- Marc James from East Lothian has asked me for any ***Blues Brothers*** tips. Well, the ones sent in by Michael Tweedale from Swansea are winging their way to you in the post, Marc. The rest of you'll have to wait till next month when (space permitting) I'll print 'em.
- Dean Graham's pulling his hair out over System 3's ***Tusker***. He constantly reaches the 'pink slug' in the desert of Level One but is killed by the swine. Just drop the acid on the chain that tethers the foul fiend, then get outta the way... quick! Okay?
- Mr K Gould wanted tips on the excellent 'chop suey' game ***Last Ninja 2***. They were printed a few issues ago, but I'm in a good mood today so they're on their way to you as we speak, Mr Gould.
- And finally Darren Hare's asked for non reset tips for ***Exolon***, ***RoboCop***, ***Armalyte*** and ***Ikari Warriors***. Any takers?

can only be jumped on when it's in the foreground. Jump when the log's about two thirds of the way down the screen and leap off immediately. Hold down the fire button during both jumps.

In the series of jumps across the stones, you can only step on the crocs' heads.

The next bit is tough as you must pass a fire-breathing dinosaur. Just to the left of dino's head are two invisible platforms, one on top of the other. Avoiding the dino's fire, jump onto the first platform, then the second and from there onto dino's bonce. Hold the joystick right or he'll bounce you into the pit at the back of the screen. Three hits will stun him, so jump onto the top platform again and from here a long jump onto dino's back.

Here you'll meet Dr Marvin Monroe, so stand under a picture frame. Use the Doc's head to bounce onto the frame, Homer'll do the rest. If Homer ain't helping you, just bonce on Doc's head till he's dead.

If you've more than five lives as you enter the last level, give yourself a big pat on the back as you're doing very well.

Level 5 — Springfield Nuclear Plant

Plenty of jumping into, under, over and between aliens here.

- The flashing rectangles are the nuclear rods. The combination for the first door is two.
- Now and again Lisa will pop up and tell you the combination for the level you're on.
- You can summon Homer by using the donuts lying around. He'll kill any aliens that get in his way.
- The reactor's in the basement.
- Here are the combinations

BASEMENT: NONE
FLOOR ONE : 2
FLOOR TWO: 31
FLOOR THREE: 23
FLOOR FOUR: 10
FLOOR FIVE: 8

The floor number's above the lift if you're not too sure.

- To save time, only visit the basement when four rods are in your possession.

TREASURE ISLAND DIZZY

CodeMasters

Are you having trouble finding all the coins in *Treasure Island Dizzy*? If so, fear not 'coz Freddy The Frog (another Ql'yaH nutter) tells all.

1. At the start, in the water beside the beach.
2. At the start, under the left-hand plant.
3. Beside the sign to the left of the start.
4. Under the plant, beside the bridge.
5. On the bridge.
6. First window of the hut, at start of tree house.
7. In the clump of yellow mushrooms, at the bottom of the treehouse.
8. Bottom of the treehouse, below the first trap.
9. Above the first trap, in the second safety rail on the right.
10. Left of the lowest trap, last tree on screen, bottom platform, in the tree trunk.
11. By the small hut, in the trees.
12. Under the second trap, in the trees.
13. Beside the hut, above the second trap, in the trees.
14. Where the platforms make a sort of crossroads, last tree in the middle of the screen, on the left, in the tree trunk.
15. First safety rail, on the right, near the hut at the top of the trees.
16. Small platform, in the trees.
17. Under the plant, above the entrance to the mine.
18. Down the hole in the bridge, near the cursed treasure.
19. Down hole in bridge, go left.
20. On the deck of the sunken ship.
21. Under the skull, beneath the yellow stationary jellyfish.
22. Go up in the air bubble, then head right.
23. Down into grave, go right.
24. Down in grave, go right twice.
25. Down in grave, find the hole in the floor.
26. Beside the skull on a stake.
27. Under the large rock beside the totem pole.
28. By the shop.
29. Right of the shop, next screen, under plant.
30. At the harbour (you'll have to use the boat to get there).

THE ADDAMS FAMILY

Ocean

P Lindsay from Weston-Super-Mare has sent this very handy *The Addams Family* solution, so thanx go to him/her for the effort.



Part One

In door, left (bottom of screen), in door, left, left, get key, right, in door, right, left (top of screen), left, in door, right, right, get key, left, left, in door, right, in door, left, right (top of screen), right, in door, right, in door (bottom of screen), left, left, left, in door, get key, in door, right, right, right, in door, left (top of screen), up, left, left, left, left, in door, get key, in door, right, in door (top of screen), left, rescue Pugsley, right, in door, right, right, right, down, right, in door (bottom of screen), right, right, right, in door, right, right, right, in door, right, rescue Lurch, left, in door, left, left, left, in door, left, left, left, left, left, left, in door, left, in door, level complete.

Part Two

Right, left (top of screen), in door, right, in door, left, in door, right, right, down, in door, left, down, right, right, right, in door, right, right, in door, right, in d (right-hand side) door (top of screen), left, do left, left, left, left, in door, right (bot of screen), in doo left, left, get key, ri right, in door, up, le (top of screen), in d left, left, rescue Mor right, right, in door, d (left-hand side), in do right, right, right, right right, in door, in door (bottom of screen), in d (left-hand side), left, lef left, in door, left (top of screen), left, left, up, right, in door, up, left, lef door (bottom of screen), right, right, right, righ door, right, right, in door, level complete.

Part Three

Right, right, right, in door, left, in door, right, ri right, down, left, left, in door, down, left, in do left, left, left, in door, left (top of screen), left, l in door, right, right, up, rescue Granny, down left, down, get key, up, in door, right, right, rig left (bottom of screen), left, left, down, right, in door, rescue Thing, in door, up, right, in door hand side), left, right top of screen), in door (t of screen), left, left, in door, left, left, left, resc Wednesday, complete game.

CREATURES 2



1. These platforms sink into the acid, so beware as you leap on them to shoot the fire breathing creature.





2. When this guy's dead a weapon potion's revealed, grab it.



3. Switch to wavy fire and shoot the bomb so it falls to position 4.

4. Pause here and flame the bomb, then shoot it right. It'll blast out the rock so Clyde can eventually reach the cycling creature.

5. Jump back over the acid pool and drop down to position 6.



6. Shoot the two headed creature, make sure you jump over the low bullets.

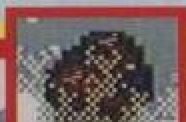


7. Stand by the Acme Press and shoot the lever behind the cycling creature. When he moves, jump over him to complete the level.

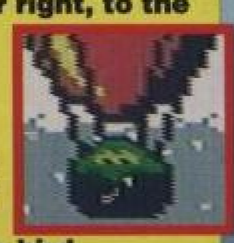


1. This creature's the cause of your problems. He throws the Fuzzys off the platform without mercy.
2. Clyde and pal are on hand with a trampoline. Tilt it left or right to bounce the Fuzzy to position 3.
3. The Fuzzy's safe, move back to position 1 for the next customer.
4. Given a chance this Demon will grab a bouncing Fuzzy, this costs you time. You can't do much about him, just keep your fingers crossed.
5. Collecting several of these rewards you with an extra life.





1. Jump across the gap and push the boulder right, to the edge.



2. As the ball-oonist moves close, and the bird (position 3) moves from left to right, slide down the ramp. As you land on the birds head, waggle the joystick to move the bird upwards and block the gap.



4. Flame the boulder at position 5, it'll drop and squash the nasty demon (position 6). This then saves the poor little Fuzzy from the hungry crocodile.



3. Jump off the bird (position 4), and push the boulder across to the Acme Snowball Machine.

Playing Tipz!

TIP OF THE MONTH! CART WINNER!



Exactly the same principle as the first Interlude screen applies here. Catch the Fuzzy as he/she falls, avoid the Demon and bounce them to the other side in the time span alloted.

Thalamus

This is already my favourite game of '92 and we're only halfway through the year! I'm still stuck on some of the torture screens, but with Matthew Allen's complete solution I'll be laughing all the way to the end screen. We kick off with Island One this month, the rest following next issue...

The Cheat

On the high-score table, wet your finger and rub it vigorously across port 1. (A similar method is used to 'activate' one of my fave pervy demos! — PD). You'll know it's working when the big Clyde sprite changes to Maximus Mouse. You now have infinite lives. If, for some reason, you quit the game you'll have to perform the cheat again.





1. This isn't as tough as it looks. Kick the bugs as they drop from the Bug-Matic, into the Acme Vac.
2. They'll then fly out of the pipe that's currently highlighted. To select a pipe, pull up or down on the joystick.
3. The bugs then hopefully hit the Demon. There're three to kill before you can move to the final part of section one.

Well that's it for another month. Thanks go to all the people who sent in tons of tips. It makes a change not having to look in back issues for stuff to fill the pages. Next month'll hopefully see the same amount of work from you, send it, or indeed any queries, to *IT'S CORKY, ZZAP!, Case Mills, Ludlow, Shropshire SY8 IJW.* 'batlh Daqawlu'taH', as the Klingons might say (which translates as 'you will be remembered with honour').





1. Wait until the owl's on the right of the scrreen before picking up a Fuzzy.



2. After dodging the fish, drop the Fuzzy off here.
3. Duck under the island and collect the Fuzzy here.



4. To pass the squid, wait till he sinks down toward the seabed.

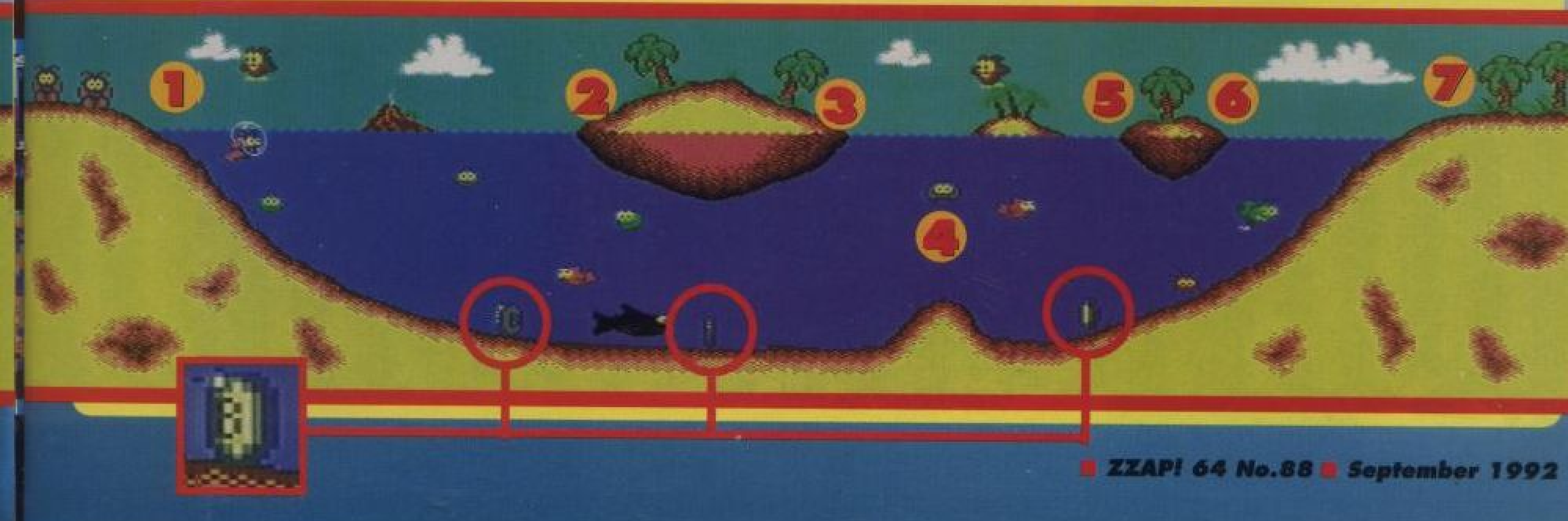




5. drop the Fuzzy here.
6. Dodge some more fish to grab the furry little bundle of fun here.



7. Finally drop the Fuzzy off here before going back for his siblings. This then completes the first section of this wonderful solution. See ya next month for part two.



REALITY AS

The ZZAP! crew's grasp of reality is virtually non-existent at the best of times, but, as they discovered during a visit to Nottingham's Legend Quest, this is not a handicap when it comes to exploring the mind-bending world of virtual reality. Steve 'In A World Of His Own' Shields reports.

The tense silence is suddenly shattered by an eardrum-numbing explosion. The column behind me erupts into a thousand brightly shining fragments just inches above my head and, turning round, I catch a glimpse of Fatty Phil as he scurries off to hide behind a hunk of weird, alien sculpture.

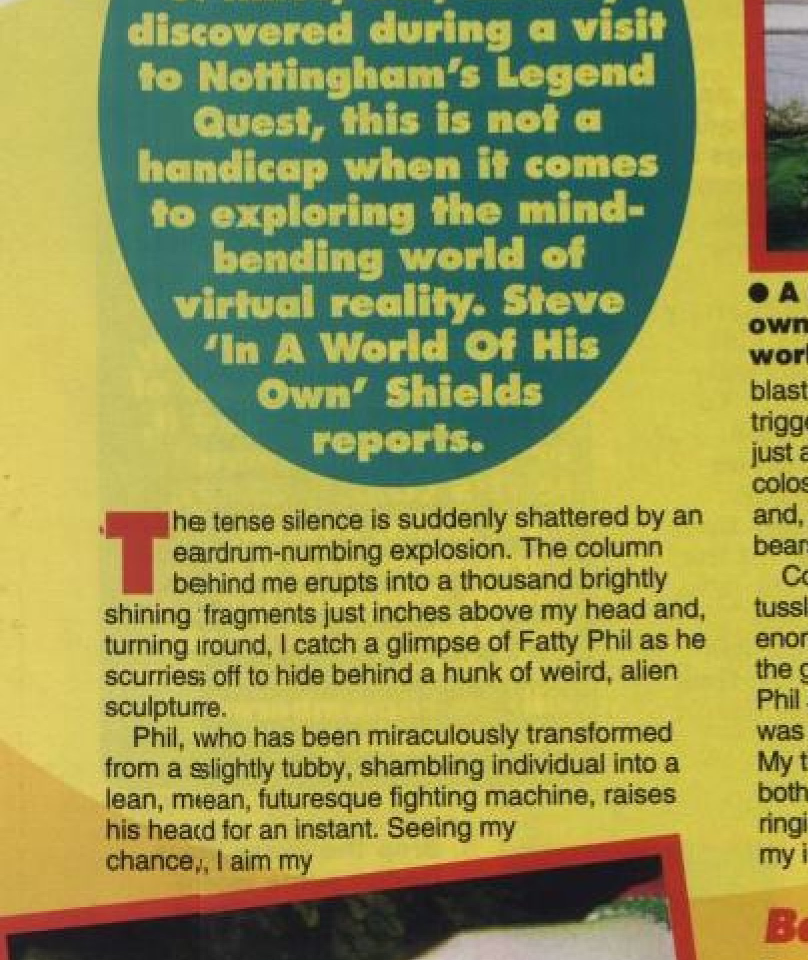
Phil, who has been miraculously transformed from a slightly tubby, shambling individual into a lean, mean, futuresque fighting machine, raises his head for an instant. Seeing my chance, I aim my



● A Legend Quester lost in a world of his own, while outside the window the real world revolves as normal.

blaster in the general direction of his face, pull the trigger and run for cover. I nearly make it too, but just as I'm reaching the relative safety of a group of colossal pillars a giant pterodactyl swoops down and, gripping me tightly in its outstretched talons, bears me aloft towards the distant stars.

Corky and Ian are having a bit of a two-man tussle themselves, I notice incongruously, as the enormous beast wings its way even higher above the ground. Beneath me, I just have time to observe Phil as he gazes skywards with what I would swear was a smirking expression on his face. Aaaarrgh! My throaty scream as the pterodactyl releases me is both heart-felt and involuntary, the faint echoes of it ringing in my ears as I plummet helplessly towards my inevitable doom....



Back to reality

No, I haven't been sampling the latest designer drug to hit the market; that was my first 'hands-on' experience of a Virtual Reality system. Invited to Nottingham by a company called Virtual Reality Design & Leisure Ltd., I and the other three ZZAP!ers set out to investigate this latest technological breakthrough — one which not only could, but even *looks likely* to change the way we play computer games forever!

Set up in January of this year, the company pride themselves on being the first in The World to provide Jo Public with easy access to a fully interactive adventure played in a virtual reality environment. The brain-child of a trio of young entrepreneurs, Legend Quest began as something of a hobby and quickly evolved into an exciting, lucrative enterprise that is poised to spawn franchises faster than McDonalds!

Justin Webster and brothers Andy and Paul

● Resembling some kind of turn-of-the-century torture instrument, the Virtual Reality helmet is surprisingly comfortable once fitted. Just don't expect a comfy chair, too!

Legend Quest

This fantasy roleplaying adventure takes place in the virtually real world of Khelda-Roth. There's a well-written (and pertinent!) story which sets the scene nicely, but it's too involved to print here so you'll have to wait till you visit the centre for a copy of the handbook.

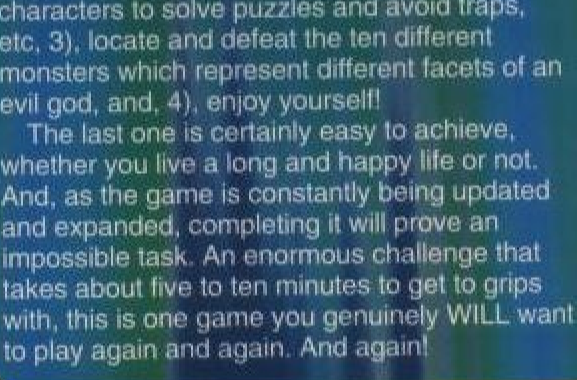
Three main character types are available; Wizard, Thief and Warrior. Each offers various advantages, the best combination (in a four-player adventure) probably being two Warriors, a Thief and a Wizard. Choose which sex you'd like to be, fill in the personal details (height, facial features, even eye colour!), pick up your smart key and away you go!

The object here is to: 1), survive as long as possible, 2), cooperate with your fellow adventurers AND computer-generated characters to solve puzzles and avoid traps, etc, 3), locate and defeat the ten different monsters which represent different facets of an evil god, and, 4), enjoy yourself!

The last one is certainly easy to achieve, whether you live a long and happy life or not. And, as the game is constantly being updated and expanded, completing it will prove an impossible task. An enormous challenge that takes about five to ten minutes to get to grips with, this is one game you genuinely WILL want to play again and again. And again!

Smith first became interested in virtual reality as far back as 1986. Good friends for many years, it was a natural step for them to pitch in together and make their pastimes start paying. A gamble? Perhaps. Bu once you've experienced a trip into the virtual realit

● An Ogre rears his ugly head on Legen Quest's level one: Do you stay and fight run like diarrhoea with daps on or pull out your key and discuss tactics?



centre for ages. We wanted a site in the centre of the city but the Town Council couldn't quite, erm, *visualise* what we were about — they thought we were going to be some kind of amusement arcade!'

In fact, the grey men from the Council couldn't have been more wrong. Although a huge plate-glass window opens right onto the street (allowing curious bypassers the chance to confuse themselves further), Legend Quest is more like a well-ordered club-house than anything else. There is a sitting area behind the front desk where members can — are in fact *encouraged* to — congregate and discuss tactics while awaiting their turn. Parties are organised where Questers come (often in full costume) to have a few drinks, relax and relate to fellow members wild tales of their adventures… in a civilised fashion, of course!



● Stupid, pull back your bow, and let that arrow go — straight to that goblin's heart for me! Once mastered the bow will prove an invaluable weapon…

realm, you'll find that my 'designer drug' analogy wasn't so far off — the temptation to have another go is almost overwhelming!

Back to the future

So what happens now? Since it opened in January, Nottingham's Legend Quest — situated in a trendy shopping street outside the town centre — has achieved a client base of 3,500 members. And new game freaks are signing up every week! 'London's next on the list,' smiles Mandy Martin, the company's cheerful spokesperson revealingly. If there's a 'list', BIG plans must be afoot. 'We will then go on to award franchises to centres in other UK cities…' yeah, then let me guess, the Whole World? Could be, as it happens, because the company, in association with W-Industries (the firm that provide all the software and hardware support) have patented their designs, copyrighted the programs and generally sewn the entire deal up very nicely indeed.

Once all the little teething troubles have been ironed out (and there were very few of those in evidence the wet Wednesday that we visited), the company plan to initialise a training program and franchise scheme that really could culminate in a Legend Quest centre springing up in every high street. Mandy explains:

'We couldn't get planning permission for this

Back to basics

To anyone who's never seen or heard anything about virtual reality, this probably sounds like a lot of nonsense hyped up as yet another way in which to fleece the kids of their pocket money. Well you can forget hard-shelled amphibians and muscle-bound Yankee wrestlers because THIS IS SOMETHING COMPLETELY DIFFERENT!

Once you've entered the magnetic ring — disguised as gnarly tree-trunks in the Nottingham centre — and fastened the odd helmet-come-goggles over your head, expect the unexpected. I fully expected to be impressed with the experience, what I wasn't expecting was to be completely blown away by it! Two ten-minute sessions on each of the two 'games' that Legend Quest have running left me exhilarated, sweaty and hungry for more.

This is how it works: inside the 'helmet' are a pair of tiny TV monitors which are positioned directly before your eyes. Each screen depicts a slightly different angled perspective of a computer-generated landscape and, because the angles are precisely correct, what you see is an environment which appears in three dimensions. But the clever bit comes when you move your head! Look left, right, up, down, any which way you want — even crouching down or standing on tip-toes alters your perspective accordingly!

Although a large part of the experience, what you see is by no means all of what you get. A microphone relays your excited prattle to the other players (hilariously distorting your voice according to the type of character you're playing), while headphones allow you to listen to them. But it's not just your party members that you hear, for practically everything that *can* make a sound *does*. Walk past a flaming brand bracketed to a wall and marvel as it



● A dwarf has nabbed the Golden Harp and makes good his escape — watch out behind you!





After watching other people play VR, I wasn't too keen on waving my arms about, looking an even bigger pillock than usual. But once in the virtual world I was completely fascinated. I experimented for ages, moving my virtual hand into view, rotating it in various directions — it accurately followed my every movement. Then I began to get my bearings in the virtual world of *Dactyl*.

Spotting one of my competitors on a distant platform, I aimed my gun and fired… PLOP! My bullet flew in a perfect parabola, falling short by a mile. This wasn't going to be easy. I decided to venture downstairs to the main combat arena. Sneaking up on a hapless competitor, I stuck my gun in his back and shot him in cold blood! 'Turn around Mr Blue', said a deep voice, so I did… and got blasted to smithereens! Several deaths and kills later, it was all over.

Taking off my helmet, I was none too pleased to see some folks at the window, pointing and laughing, but I was determined to try out the challenge of *Legend Quest*. I chose to be a dwarf, armed with a huge axe, carried on my back. According to my comrades I also had a gruff, low-pitched rumble of a voice, though I couldn't hear it myself.

Being an AD&D fan, the game was like a dream come true. Even though in the virtual world, I felt the need for self-preservation as my colleagues hacked into skeletons and goblins. Yes, I actually felt fear — and it wasn't virtual! Even going down steep staircases gave me a feeling of vertigo. On the negative side, I did have some trouble unsheathing my weapons, and my axe was so huge I had to hold it high and to the side to prevent it obscuring my view!

The best bit was smashing down a locked door when the shaky-handed Ian couldn't get his key in the hole. This game's a paradise for those with a destructive bent.

Apparently while all this was happening, Mandy was screaming in my ear, telling me what to do — but I didn't hear her, I was so involved in my quest. It was with regret that I finally removed my headset and ventured back into the real world
— or is it?!



Thieves are strange creatures. In the real world they wear striped jerseys and face masks, break into your house, pinch your valuables, crap on your carpets then fade away into the night. Put 'em into a fantasy roleplaying environment and they suddenly become good guys, opening locked doors, detecting hidden traps, helping old ladies across the road — the RPG genre could've been invented by Robert Maxwell's PR. man! As you've probably guessed I played the thief, an Elven geezer with all-seeing eyes and a taste for adventure.

Being an avid AD&D buff and computer adventure freak I was really looking forward to Legend Quest, but it didn't entirely hit the mark. The concept and execution are AMAZING — the first time I saw a skeleton assemble itself in front of me and try to hack MY flesh away I nearly died! When I tried hacking him though, the screen update was so slow all I could do was push my dagger back and forth at a snail's pace. Intricate combat is impossible at present, but a new-improved, faster-updating system has been promised for the not-too-distant future. Obviously a game like *Legend Quest* needs the running commentary from a staff member, but that's exactly what you DON'T want in an adventure. If it were a C64 game it's the sort where you'd sit in front of it for hours at a time, which is impossible with virtual reality.

Perhaps the main problem with *Legend Quest* is that the subject matter takes the software beyond its limitations. Until the screen update improves, fantasy-style swords and sorcery games will never reach their true potential. Conversely the shoot-'em-up blaster *Dactyl* played really well — the forthcoming sci-fi opus will be BLINDING! Don't let this put you off playing *Legend Quest*, though — virtual reality has a long way to go before it lives up to its name, but it's still one hell of an experience!

crackles in your lug-hole, and the 'clangs' which resound when you wallop a skeleton's shield in combat simply have to be heard to be believed!

Back to the game in hand

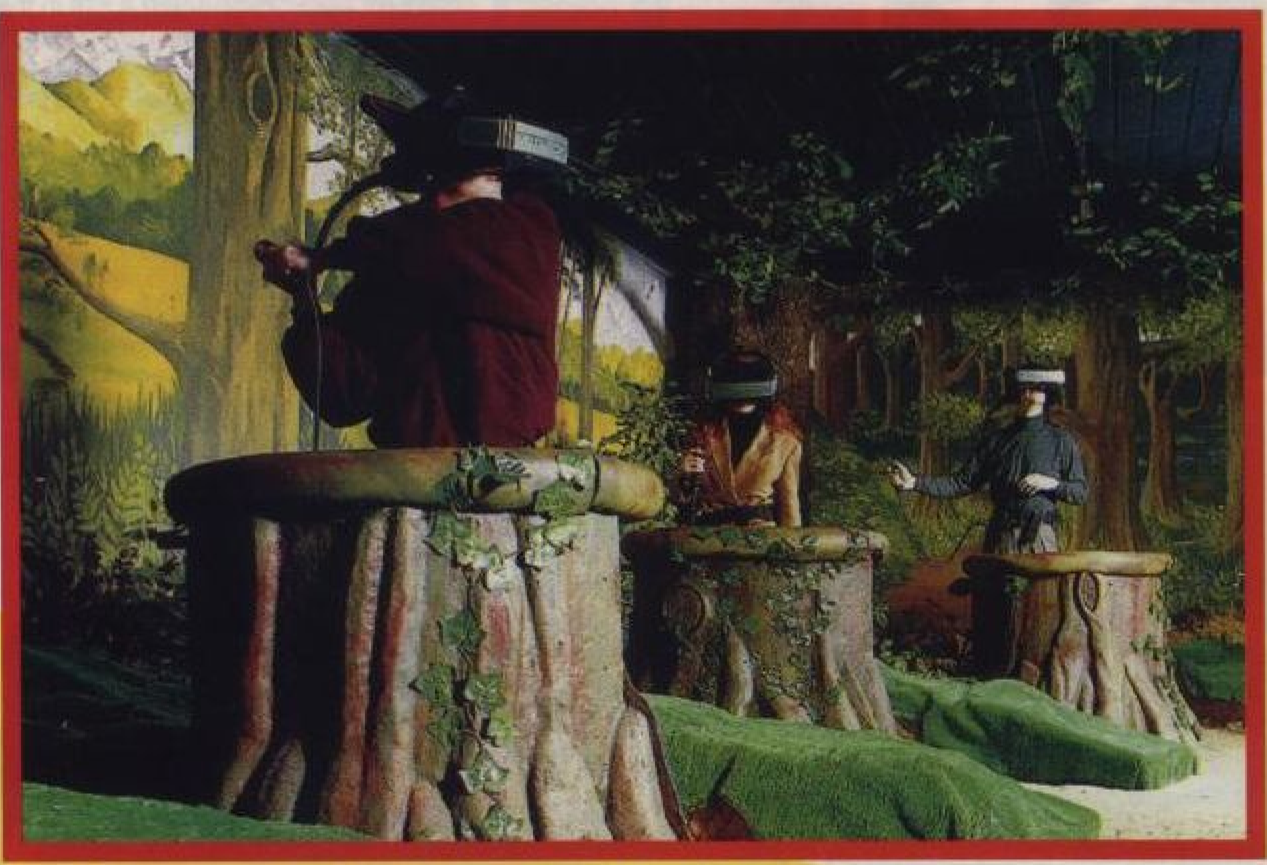
The Nottingham centre has two very different, but equally excellent, games up and running (see the separate boxed sections); a sci-fi shoot-'em-up (*Dactyl Nightmare*) and a fantasy role-playing adventure (*Legend Quest* itself). Despite their dissimilar approaches to gameplay, both respond to the same movement and, to a certain extent, combat commands — issued to the system via a special joystick.

A comfortable handheld affair, the joystick connects to a back-pack which, in turn, is plugged into the magnetic ring which surrounds the player. Boasting both a trigger 'fire' button , and a 'movement' button (accessed via the thumb), this is your lifeline when 'in' the virtual world... don't drop it!

To move (in either scenario) look in the direction you want to go, then hold down the thumb button. Hey presto, you're walking! Release it to stop, look around, pick a new direction (including 'up' and 'down' if stairs or ladders are available) then press it again. Couldn't be simpler. They toyed with the idea of having two movement speeds (walk and run), but in practice this proved a tad too confusing for novices to get to grips with.

The trigger is, in *Dactyl Nightmare* at least, just that; a trigger. Hold the joystick in front of you and you'll see you're gripping a space-age blaster. Aim it just as you would an air pistol, pull the trigger, and POW! It takes a few seconds to reload after each shot, mind, so if you miss the blighter make a run for it before your enemy takes advantage of the fact...

The *Legend Quest* adventure utilises the trigger button in a slightly different fashion. Whichever character you choose to play will begin the game with a dagger attached to his/her belt. To draw your weapon guide the joystick to the general vicinity of your right hip, a 'sching!' sound indicates that your weapon has been drawn — when you bring your hand back up you'll see the knife positioned firmly in your fist.



● Is this a dagger I see before me? Well it might look like one to you, matey, but from this angle it resembles a small piece of plastic with a couple of buttons on it!



● Take that! A dwarf strikes out and lands a mighty blow against his foe. Ooh, that's so satisfying!

Keep your trigger depressed during combat to avoid accidentally re-sheathing your blade at an inopportune moment.

Back to the cut and thrust

Stab foes just as you would Jeremy Beadle if you met him in a dark alley (and you just happened to be carrying a rubber knife!) and remember, it's



Aaagh get off me you little bastitch, ha, ha let's see how you like cold steel up yer jacksie. Take that, and that, I'll teach you to leap at brave warriors from darkened corners. Oh... erm sorry readers I was just in the middle of *Legend Quest*, the virtual reality version of fantasy roleplaying. Being a liberally minded chap, (and after a slap round the head from Mandy, our guide) I chose to play a female Elf warrior.

The helmet linking the player to the computer feels strange at first, but you soon adjust to the weight. What takes longer to get used to is the restricted vision and the method of movement. But once you sort it all out you're free to hack, slash and blow creatures apart to until the cows come home (or your cash runs out). Possibly the weirdest thing is hearing your comrades' computer-distorted voices: Steve, Phil and Ian sounded like they were tripping on helium (though I must've sounded the same to them).

The only bad thing about the game is the 'feeling a prat' factor. You can see a horde of Goblins charging toward you, but all anyone outside sees is some twit energetically flinging their arms around. Is virtual reality totally convincing?... not quite, but it's damned close. I strongly recommend you try it at least once in your life.

'Dactyl Nightmare

This is a futuristicshoot-'em-up game for up to four players. Yur environment is a weird platform floating n deep space. Multi-levelled and supporting anumber of odd-looking structures, the 'patform' is joy to explore in itself.

The object of tie game is simple; move stealthily around he landscape looking for other players anc when you find them, blow their piggin' brairs out!

Armed with a tlaster, you must defend yourself against attack from other players… as well as a gian pterodactyl! Circling high above the playin area, the 'Dactyl of the title will select one plyer at random and swoop down on them. Ifyou're the object of the beast's advance:, a small green 'Dactyl icon will flash within yur field of vision. This should provide eiough warning to locate the rapidly descendiig beast, line up your blaster, and blow the crap outa him. If it doesn't, and yousuffer from vertigo, you'd better close youreyes as he picks you up, flies heavenwards, then drops you! Watching the ground rushiig up to meet your feet will still herald a trip to the dry-cleaners, even when you KNOW that it isn't going to hurt when you land!

The winner is the one who annihilates the most players at the end of the game — no points are scored for smegging the pterodactyl, doing that just saves your own skin a little longer. Getting snuffed yourself simply means a slight delay while your 'body' reconstitutes itself, but every second counts in this fast-paced blast so avoid enemy fire at all costs. It's a blast and half!



THE FACTS

- Adult membership costs £5. This pays for your own personal 'Smart key' which saves your position in the game, allowing you to pick up where you left off each time you play.
- Any unused credits are also stored on the key — quit playing at any time (to synchronise tactics with your fellow adventurers if you like) without wasting money!
- Both 'games' cost £1.50 per five minutes for adults, or £1 per five minutes for members of the 'School Club'.
- This sounds like a lot at first but isn't! Ten minutes is plenty long enough for a good blast at *Dactyl Nightmare*, while 15 mins for the *Quest* is easily enough… to begin with!
- The 'School Club' is free to join for under-16s!
- Non-members can 'play' for £1 per two minutes on a demo key — set up to reflect the chosen players' attributes and individual characteristics.
- The VR system runs on seven souped-up Amiga 3,000s, and the company who provide all the soft and hardware back-up are called W-Industries of Leicester.
- The *Legend Quest* 'game' currently utilises 35 megabytes of memory — but this is being added to all the time!
- Legend Quest also organise get-togethers and gatherings which sound like a lot of fun, and if they'd generously invite the ZZAP! crew to their next one we'll let you know how it went!

best to poke most of 'em in the chest area for maximum damage. To be fair, though, it's difficult to remember anything when you're faced with a couple of grinning skeletons armed with shields a short-swords. Terrifying!

Each of the characters in Legend Quest has a slightly different control method — I took the role of Wizard so my trigger button, as well as enabling me to draw my dagger, also accessed my spell book. 'Click' once and the book appears (already showing the 'protect' spell, which all wizards have when the game begins); successive 'clicks' turn the pages, giving the opportunity to utilise other spells (of which there are many, but you have to find 'em first!). To cast a spell simply move your empty hand over the page and, zing! Just like magic…

Obviously, all this is a bit hard to take in at first. The actual shock of stepping into the virtual reality world for the first time is so great that, if it wasn't for your 'guide', you'd probably lose your marbles entirely! Fortunately, a member of the Legend Quest staff is present at all times during your adventure, and since they can see what you can see (albeit in two boring dimensions on a normal monitor), they can give invaluable help and advice while you're finding your feet. To be honest, having someone yelling 'turn left! turn left!' in your ear *is* something of an imtrusion, but without it you'd be lucky to progress very far quickly.

Somehow, in just ten short minutes, the four of us managed to reach the end of the first level. Quite an achievement for a bunch of first-timers, we were assured, and I can well believe it!

Back to… Ludlow!

It sounds like a hopeless exaggeration, I know, but the 20 minutes I spent immersed in the wacky world of virtual reality were among the most exciting and stimulating that I've spent doing anything. Sure, a lot must depend on your preconceptions. But, like I said, I entered into it fully expecting to be impressed — and came out gob-smacked! Graphically, both games were superb; I especially liked the way players' body parts fly off in every direction when wasted by a well-aimed blaster bolt in *Dactyl Nightmare*, and seeing the reflection of firelight glinting off Corky's broadsword as he dispatched a couple of Orcs in Legend Quest fair took my breath away!

Easy to get into, not too expensive for what it is, and above all one hell of a lot of fun, I wouldn't hesitate to recommend it to anyone.



● Below: Your key to success (or failure). A silicon chip ensures it's not a silly con! Well worth a fiver…





● Mandy Martin welcomes five lucky winners to the Legend Quest centre.

WIN AN UNREAL PRIZE!

ZZAP! COMP

It's fantastic! Five lucky pilgrims will be travelling to the fair old town of Nottingham to begin their quests. Once there, each will receive a free Legend Quest membership, a smart key on which to store their adventure, and 15 minutes in the stunning world of *Legend Quest*.

Being a true adventurer, you'll want to find your own way there (as we're too stingy to pay hefty rail fares!), so winners will recieve detailed information on how to find it. This is in the *real* world, by the way.

Virtual pens and postcards at the ready, 'coz here is the virtually straightforward riddle:

If it were possible, which real person would you be in the virtual world and what would you do? (50 words maximum).

The five most interesting answers (as judged by the ZZAP! Entertainment & Beer Committee) will win. So send your imaginary, imaginative answers to *IT'S UNREAL COMP, ZZAP!, Europress Impact, Ludlow, Shropshire SY8 1JW*, before the very real deadline of 11 October.

ZZAP! 64















HORROR AT ITS BEST!

ELVIRA

MISTRESS OF THE MACABRE!



Lash 'n' Bash!

Miss Whiplash has finally gained the upper hand in the battle for supremacy on the letters pages, with a bigger response than Bash. The bulging barbarian is furious and has been swinging his axe around the office in a mad frenzy. Several wastepaper baskets have already been annihilated and it's only a matter of time before someone gets the chop. To prevent (or provoke?!) a murder, send your letters to Bash or Lash at *ZZAP! Letters, Europress Impact, Ludlow, Shropshire SY8 1JW.*

I'VE BIN MISSING YOU

Dear Miss Whiplash

What a joy it is to see an old classic like *Trashman* (complete with 14-minute loader, I hope) appearing on this month's Megatape. Being a bit older than your average ZZAP! reader (I'm 23, had a C64 since 1983, and have been reading ZZAP! since 1985), it takes me back to my school days, when *Creatures* were probably just something the Rowlands Bros doodled in their books when they should have been learning French. Ah, those were the days. If possible, let's see some more old classics, such as *Chinese Juggler, Mr Wimpy* and, of course, the legendary *Bugaboo The Flea*. If nothing else, it would show the newer 64 owners what games used to be like all those years ago, when most of them were probably still learning to read.

Bob

PS. Any chance of a date? Or maybe with your alter-ego Lucy. She looks so sweet!

● Lucy says you're obviously too old for her, but I prefer experience. As for really crusty games, we'll only ever publish them if they compare favourably with modern-day releases: classics like *Paradroid* and *Gribbly's Day Out*, for example.

Lash

QUESTION TIME

Dear 'Lash

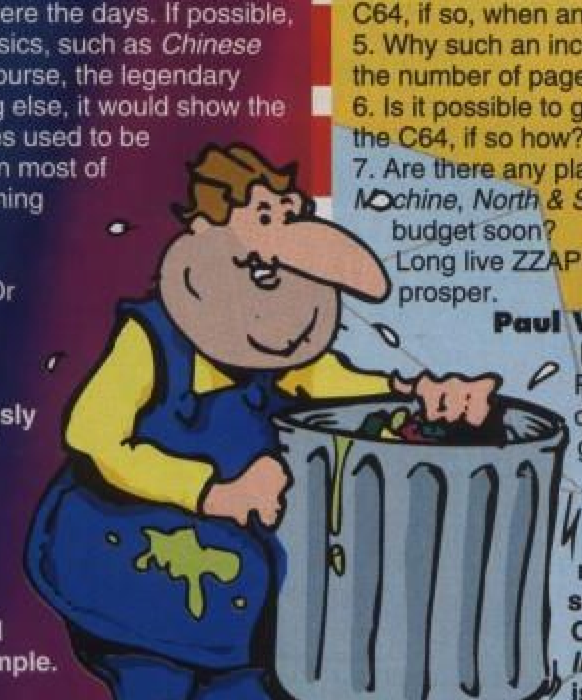
May I congratulate you on your magazine, most of it's excellent, except some of the childish remarks dotted throughout. Please could you answer some of my questions?

1. What's the best basketball game available for the C64?
2. Which is the best game out of *Budokan* (disk), *Creatures 2*, or *Space Crusade*?
3. Are there any new cartridge games planned?
4. Will Streetfighter 2 be converted to the C64, if so, when and by who?
5. Why such an increase in price and not in the number of pages?
6. Is it possible to get stereo sound out of the C64, if so how?
7. Are there any plans to release *Time Machine, North & South* and *Predator 2* on budget soon?

Long live ZZAP! may it grow and prosper.

Paul Whitaker, Stamford Bridge, York.

PS. Can we have more demos and/or better full games on the Megatapes?



1. As Fatty Phil revealed in his US sports feature last ish, Commodore's own *International Basketball* is the best hoop-shooting sim around. It's flippin' ancient though, so you'll have to look long and hard, high and low, etc. etc.
2. They're all darn good, but *Creatures 2* is my favourite, 'coz I like the torture!
3. No, it looks like carts are finally finished.
4. If it is, you can be sure we'll let ya know but, as yet, no one plans to...
5. Rising paper costs, caused by people using loads of paper — including you to ask this question!
6. No.
7. *Predator 2* should be soon.

Lash

TECH A HINT

Dear Bash

I'm writing to ask (tell) you to do a programming feature for us techies out here.

Since the main advantage of computer over console is the keyboard (never!), I think it's absolutely suicidal for you (a C64 mag) not to have this feature.

It would have programming tips, listings in BASIC and assembly language, graphics (sprites and background), music and sound effects. Please consider my point and act on it.

Yours techingly (made-up word)

Peter Montgomery, Macclesfield, Cheshire

● I'm not much of a technical wizard, but we'll see what the Oracle says after the results of the readers survey printed last ish. If enough readers want one, then one will materialise...

Bash

IN THE CART

Greetings!

I decided to write to you guys after reading last month's ish, and wondered if you could do me a favour.

LOVE THY NEIGH-BORE

Dear Bash

I have only just started reading ZZAP! 64, and had a nice surprise when I had a look inside (much better than Commodore Format, although my sad next-door neighbour, who has fallen under its spell, does not feel the same).

I think that the C65 is a completely useless idea, because better (oops!) graphics will only be for high-standard games, as with the sound. I would much rather buy a C64 than a C65. I hope the C65 never appears.

Here are those inevitable questions:

1. How much does a C64 disk drive cost?
2. I am a keen programmer, but I do not have a clue about any of it except BASIC programs. Oh please, please can you help me? NB. I would like to know about graphic programming too.
3. On an instruction sheet for CodeMasters' *International Rugby Simulator* I have noticed a program called *Creations* advertised. Why have I not seen it in any software shops?
4. What is your favourite C64 platform game? And why?
5. Can you print this letter?

Andrew Humphrey, Devon

PS. If you don't print this I'll camp outside your front door until you do! (Serious threat!!)

Please could you coitact Flair Software and ask 'em to put *Elvira II* on C64 cartridge.

I've written to them nyself but you guys would probably have more clhut (especially if you send Miss W and Bash round too persuade them!) I know they were considering doing the first game on cart, but nothing appeared. So, how about a cartridge, Flair?

Also, if there are any dimwits out there thinking of flogging their trusty old 64 for a crappy console then please remember that consoles have absolutely chronic sound chips compared to good old SID. Plus the games last longer on the 64, too!

On a more productive side, I notice that Mark Beese of Bristol wrote in last ish and wanted to know about a couple of games on the 64. Well I have a copy of the game *Orc Attack* which I picked up for 79p in a local stationery shop last year (interesting, huh?). The game itself is quite a good laugh with you controlling a knight who drops rocks and burning oil on some green dudes who try to overrun your battlements (oo-er)!

What's the problem with *Lemmings* anyway? The Speccy can do the game okay, and that hasn't even got any hardware sprites! Haven't the programmers heard of interrupts?

The Amiga's only got 16 hardware sprites (compared to the 64's 8) so how did it cope? Yes, I know it's a much more powerful machine, but *Lemmings* needs topside of 100 (surely?) sprites.

I've been a 64-er for seven years now, and had a Speccy before then, so PLEASE could you 64 mags leave the poor old rubber keyboard alone?! At least it can do vector graphics a lot better than the grinding, painfully slow 'n' jerky 64 (wot no sprites?).

Ah well, I'll clear off now. If this letter's too long to print, just print some bits of it! (Or make it Letter Of The Month!)

Neil Sanderson (Slightly Insane), Swadlincote, Derbyshire

PS. I've just bought *Heroquest* for £4! Not bad, huh?

PPS. Does anyone out there know what happened to Patricia Morrison, the gorgeous ex-Sisters Of Mercy bass player?

PPPS. On the subject of covertape games, how about the 'Horace' games? Yes, the old Speccy conversions, *Hungry Horace*, *Horace Goes Skiing* and *Horace And The Spiders* (if they ever converted that one!).

Or perhaps the 'Magic Knight' series! Y'know, *Finders Keepers* etc. Classic game!

PPPPS. Has CRASH merged with another Speccy mag? No such fate in store for you guys, is there? Hope not.

PPPPPS. What ever happened to *Wrath Of The Demon*? Did I miss it? Where can I get this rather groovy cartridge from?

PPPPPPS. Can software companies use cartridges? No-one would object to paying the same price for a cart as they would for a disk, and the cart can make use of up to 1/2 meg of memory too.

Is there any reason why the C64 can't have more memory than 1/2 meg on cartridge? The 6502's addressing modes should be able to handle it!

(Px7)S. Why was *Gauntlet II* so slow and crappy on the 64? Is *III* any good? Is it out yet?

(Px8)S. Why do the 64 versions of games take ages longer to release than any other games format? It's ridiculous! A bit like this letter!

● Like many software houses, Flair reckon it's too much of a commercial risk to put *Elvira II* on cart. The reason is that if a game does well on disk or cassette, extra copies can easily be produced to meet the demand. In the case of carts, they have to be manufactured in bigger bulk than Phil — and if they don't all sell, the software house loses loads of money.

Who is this SID? He sounds a bit of a loud chapple to me — maybe a few swings of my axe will quieten him?

Flippin' *Lemmings*, I don't understand it: I kill all the little bleeders, and I still lose!

Who says the C64 can't do vector 3-D? — take a look at *Stunt Car Racer*!

Wozza Lapworth (ex-ZZAP!er) of SEGA FORCE reckoned he knew what happened to Patricia Morrison, but he's forgotten!

'Magic Knight' games on the Megatape maybe, but 'Horace'? — are you kidding?

***Wrath Of The Demon* was released on cart by Empire — ring them on 0268 541126.**

CRASH was incorporated into EMAP's Sinclair User — an ironic twist of fate after the notorious SU mickey-take in a CRASH issue long ago.

Dunno about *Gauntlet II*, but *III*'s dead good and was released by US Gold a while back.

As with the other 8-bit computers, the C64 does usually have to wait a while for conversions of 16-bit games, but there's a lot of games released on the 8-bits first. *Creatures 2*, of course, was created specially for the 64 — ha, those other computer owners'll have to wait for a change!

Bash

● I can't quite follow your comments on the C65, but as the Oracle Of Zaktar told me the fabled machine isn't likely to appear in the future, who cares?

1. The slimline 1541 Mk II costs 17 gold pieces, which works out at about £149.99. You could always buy a second-hand one cheaper, though.

2. Those ace programmers (and lads), the Rowlands Bros, recommend reading 'Programming The Commodore 64', written by Rae West and published by *Level Computer Publications, PO Box 438, Hampstead, London NW3 1BH*.

3. Sir Richard Eddy Of CodeMasters tells me it was one of the Codies' first ever titles, a sort of games creator, but has been long deleted.

4. Platform games? I hate 'em. Give me a good adventure any day.

5. No!

Bash



TECHNICAL TROUBLE?

From time to time people write in to Lash 'n' Bash asking for help with their technical (as well as personal!) problems. Only barely able to load up a disk game, their hardly what you might call experts and, until now, the official line has been 'we'll give you a techie column if enough of you write in'. Well now you've got no excuse, as we've enlisted the help of boffin extraordinaire… Professor Brian Strain.

An undeniable genious with years of C64 programming experience under his belt (and a handful of chips in his pocket), Prof Strain will now be available to answer technical questions relating to any aspect of the C64. Just mark your letters for the attention of 'Prof Brian Strain' and send them to the usual address — his first column is scheduled to appear just as soon as he receives enough pleas for aid to fill it.

Steve

KICKED INTO TOUCH

Dear Miss Whiplash

I have some questions to ask you:

1. At my mate's house I saw an old copy of ZZAP! with news of a Kick Off 2 cart. Will this still be released? If so, when?
2. I have heard news about *Sensible Soccer* on the Amiga. Is it coming out on the 64? If it is, when and how much?
3. I have got *Lotus 1* and it's totally amazing. When is *Lotus 2* coming out on the 64?
4. What is the best boxing game on the 64 and how much is it?
5. Do you think the Game Gear and Super Nintendo are any good?

I also have to say that I think the C64 is going a bit downhill. The only decent games are the old ones. The new ones are usually rated at about 35%!

I'd like to complain about Software City. I sent off for *Creatures* and the game arrived. I used the tip and got really far but the game suddenly just stopped. I reloaded the game over and over again and I got the same result. I sent the game back to Software City and guess what? No reply! I sent a letter to them and guess what — still no reply. What's wrong with them? I'd like my game or my money back — £7.50 is a lot to an eleven-year-old, weep, weep…

John Hayward, Ringwood, Hants

● 1. Sadly not — a tearful Footy Phil reckoned it would have been great.

2. No plans for it at the moment — but don't tell Phil!

3. It isn't.

4. Phil reckons it's *Barry McGuigan's World Championship Boxing*, but as it's been deleted for yonks, you'll have to scour car boot sales etc.

5. The technical boffins here reckon the Game Gear's okay, but hugely inferior to the (cheaper) Atari Lynx. As for the Super Nintendo, if you fancy splashing out £40+ per game, you're welcome to it!

The C64 isn't going downhill, there's still plenty of high-quality software being released: check out *Creatures 2*!

Try ringing Software City — and if that doesn't work, ring your local Trading Standards office for advice.

Lash



"Draw your own intrusive picture here as I can no longer take the criticism — Art Ed"

SCALLY WAG!

Dear Miss Whiplash

I am writing to you in an attempt to share my views on the supreme institution that is ZZAP! 64. As many people have stated, ZZAP! has gone through an evolution as editors came and went, the most recent being the infamous Issue 82. The May issue's letters page was dominated with letters mourning the loss of direction of ZZAP!, while the Letter Of The Month accolade being awarded to a missive entitled 'Ooh! I like it'.

I am quite indifferent to all of these sweeping changes in ZZAP!. I believe many other long-time readers feel the changes were nice, but the magazine is basically the same, although thankfully you took readers' advice and gave the innuendo the heave-ho.

Also, congrats on putting in the poster — a nice addition! I particularly liked the football and wrestling specials, although you left out one wrestling game: 1987's *Cage Match* from Mastertronic (retch!).

By the way, is Bash really The Stain in disguise, as you revealed in the aforementioned letter, 'Ooh! I like it', that he (it?) would be taking the helm of a new adventure section which now seems to be in the 'capable hands' of Bash?

Now, if you're still with me, some praise and some complaints ('here we go…', sighs the entire ZZAP! readership). First, the praise. After a brief lapse in game quality, namely Megatape 28 (due, I believe, to the drying up of the Andy Braybrook game source), the tapes are improving. However, I was furious after purchasing Issue 85. The promised *Emlyn Hughes Soccer* was a rip-off: two-minute matches… come on! That was nothing more than a demo, and not the 'yours to keep for free!!!… scortchin' soccer game' as promised. This special ZZAP! version that had Tape Worm frothing at the mouth was a con, plain and simple, I knew it was too good to be true…

The only complaint I have is about the 100% colour issue (well actually two) are as follows. The Letterz page is now practically unreadable with 'delicious' pictures of Y-Fronts, squirrels and the like with psychedelic backgrounds adding to the confusion. Also, it adds considerably to the price: what was IR£3.10 here, is now IR£3.53!

By the way, what happened to Carl Rowley? Was his *Zoomerang* review his epitaph or summit? Maybe he did a runner when you brandished the whip only to find out that The Stain (cue boos & hisses) had scared 'im off to Bella where he now solves your personal problems (space allowing) in 'Ask Dr Rowley'. Here comes the lawsuit!

Question time now. You knew it had to come sometime!

1. When is System 3's '*Lemmings*-beater' *Silly Putty* hitting the shelves?
2. All the PD File pages are very interesting, but are there any C64 PD distributors that you know of in Dublin or Ireland?
3. Any idea who has the *Alien 3* licence? Also *Batman Returns*? Hopefully someone who can do a good job, Ocean p'raps?
4. How about a Top 100 chart or Top 200, beating CF to a quivering pulp?

Well, that's about it, hope this provides some interesting reading, even if it isn't printed.

Keep up the good work.

Derek Scally, Dublin 5

● Yes, even I must admit the innuendo was over the top and has now been locked firmly in the company closet.

I too enjoyed the wrestling feature, and Phil says he's sorry he missed *Cage Match* — then again, it was so awful…

What I must really apologise for is the confusion over *Emlyn Hughes*. We didn't mean to mislead anyone, but whoever wrote the hype on the Next Month page obviously got a bit carried away — don't we all sometimes?

I have my suspicions about Bash, but even I could never believe he was that weedy twerp, The Stain — a twerp, yes; weedy, no!

Most people feel a full-colour ZZAP! is worth the extra cost, especially for all those huge screenshot maps in the tips section. We believe our readers deserve better than dull grey pages — the C64 is a vibrant, colourful computer, and the design of ZZAP! reflects that fact. By the way, I'm told CF have increased their cover price but still have their mono section!

No, Mr Rowley is not a doctor (his medical knowledge only extends to basic bodily functions) and has had no problems since joining our sister title, N-FORCE — *the* mag for Nintendo games freaks!

1. It ain't. System 3 believe if they're going to do something, they should do it well. Sadly they decided it wouldn't be possible to accurately convert the Amiga game and are instead concentrating on other products, including the forthcoming C64 version of the excellent *Fuzzball*.
2. We don't know of any, but you can always get stuff from the English PD distributors.
3. Mirrorsoft's Imageworks label had the rights for *Aliens 3*. After the collapse of the Maxwell empire Mirrorsoft was bought by top Nintendo publisher, Acclaim. They have yet to decide whether to release *Aliens 3* and *Devious Designs* on the C64.
4. As you can see, ZZAP! now features the Gallup software chart — easily the most reliable around.

Lash

LOADS OF HASSL

Dear Bash

Remember way back in April, Megatape No 27. Well the first game *Uridium* wouldn't load (the others were fine). So I sent it back to Spool Duplication, it came back and the same thing happened again, and then I sent that back and the same again.

I have got a head-alignment kit and that seem okay, I've tried cleaning the head, but the tape won't even load on a friend's machine.

Is there something else I could do? Has anyo else had this problem? Or am I just really unlucky?

D Brotherton, Stoke-On-Trent, Staffs

● It sounds like you're just plain unlucky! After a few whacks with the back of my axe, the Ed's promised to send you a replacemen But other readers, be warned: we don't have many old Megatapes in the office. If yours won't work, keep hassling the duplicators.

Bash

NO MORE RUDE BOOBS!

Dear Miss Whiplash

I think it's disgraceful the way innuendo is being used in this mag to gain cheap laughs. It has offended me so much I have a throbbing head, perhaps this is due to the um, 'graceful' Oli Frey drawing of you on the scores page!

Anyway, the footy games feature was excellent. Will there be more in the same mould? 3-D car sims/games might be a good one.

I would like to say that *Turrican*, while being momentous achievement on the C64, is not good value for money. I handed over my cash for it when it was first released. At first I was bowled over by the enormity of it all, but much my dismay I completed it on my second go; at least I would have done if it was all there. The message read: 'Loading Level 4-2', and the tap finished. The same thing happened to the replacement copy. Do you or Bash know why? didn't bother getting a third copy, as the game was obviously too easy and I went back to *Dropzone* (my fave game) which has to be the most frenetic game of all time.

Where can I get a copy of *The Sentinel* from (originally by Firebird)? Is it really the perfect game, and if so, why doesn't anyone I know ow a copy?

To add to the sexism debate, I think that it's not just women who are portrayed wrongly in advertising; all the men seem to have huge bulging biceps and trousers, and know lots about wielding their weapons. Not everyone ca be like me, so this sets false goals for impressionable young boys.

Well, you can wake up now.

Party on.

Charles Rodmell, Tunbridge Wells, Kent

PS. Where's Rockford? Persuade him to come back or I won't come and give you a good hiding! Now there's a threat!

● I agree, *Turrican*'s not hard enough. Did you try turning the tape over to load the res of it? *The Sentinel* IS hard enough, but has been deleted for ages.

I think boys should know how to wield their weapons, so these ads are obviously

very educational.

Sorry I couldn't prirint your joke, a lot of people would be offeended. I thought is was dead funny!
Lash

ALIENS VOTE C64 TOPS!

Dear Miss Whiplash
I probably deserve a feew strokes for writing this letter, but I think I'll riskk it!
1. My daughter and I bboth enjoy your magazine and look forward to seeeing the new edition each month. But why do we ALWAYS have trouble loading the Megatape?? It seems one side loads perfectly whilst the other side appears to be loading, then crashes. This happens every issue without fail, and constant azimuth adjustments only result in other games not loading and consequently having to adjust it back again (hand me another tablet!).

Even though the cover tapes are 'free' most people, I am sure, purchase your magazine not just for the mag itself but for the freebie. What a disappointment when that's all it's worth!

Now that I've got it out (of my system), I would appreciate your comments on this matter.
2. Why are new releases of C64 games hard to find in shops? Is Stockport being forgotten? (Shouldn't it be?) At the time of writing, we still await *Steg The Slug*, *DJ Puff's Volcanic Capers*, *Alien World*, *Beavers* etc etc.

Are aliens lifting new games off the shelves overnight and taking them back to planet Zabadox or are publishers slow in issuing new titles? I believe it's the aliens, myself!
3. Howzabout C64 games being featured on the next Gamesmaster TV series instead of always showing off the expensive, spoiled brats' Sega & Nintendo, more-money-than-sense games? Surely some of the better C64 graphic games like *Creatures*, *Addams Family* or *Bod Squad* could be included (I don't think the old faithful C64 received a mention last series).

Oh, well, have to close now as my right hand's going numb (with all the writing).

Hope you may consider printing this letter (it would be a first!).
Love ya Lashes.
Ivor Longun (alias Ged Reek), Stockport, Cheshire

● 1. We've recently changed tape duplicators, so hopefully things should improve.
2. Wow, I thought I was the only one who knew about the alien conspiracy, but had to keep quiet in case everyone thought me insane. All those games are available apart from *Beavers*. Complain to your local software shops immediately!
3. Darn right, and that weedy Dominic Diamond blokey thinks he knows about games. Surely if the show covered the popular 8-bit computers it'd get more viewers?!
Lash

THE PRICE OF FASHION

Dear Bash
Oh why, oh why, oh why (oh no!) has the price of my favourite monthly read increased? Unfortunately for me, the price of ZZAP! has now exceeded my pay allowance for reading material and at IR£3.53 it has exceeded the price of Vogue by one pence. Can I please have my magazine for young unemployed programmers in college doing BSc in computers back please?

Enough of my childish quibbling, I am an adult after all (I think). Here are some intriguing questions which may involve some research... NOT!
1. Will *Batman Returns* be released by Ocean with Zach Townsend and Andrew Sleigh?
2. May we have some more Tips Plus sections for cheats on old masters and classics?
3. Why did a Gold Medal winner in Issue 86 called *Chuck Rock* only receive a one-page review when such games are given two and sometimes three pages?
4. How many times have I written to you previously?

These and other questions are the key to the Universe so answer them carefully (ie please, please, please answer my letter).
Rory Doran, Ireland



● 1. They haven't decided yet.
2. Not in the very near future.
3. 'Coz it came in at the last minute — I had to chop it down with my axe.
4. One, two, erm... I can't keep count!
Bash



PUBLIC ACCLAIM

Dear Miss Whippie
Okay let's do all the jargon. The mag is great, so are you, having full coour is great, so are you, like the format, like yo, CF is crap, so are you (oops!).

No, let's get serious Thank you very much for the PD File, it's great ind I am now started on PD. A few questions row.
1. What is the addres of Level 9 Computing?
2. In Issue 86's PD Fi you mentioned **Gameboy Tetris** and *Puzzle Shuffle*. I have scoured the Binary Zoe catalogue yet can't find them. Could you pleae tell me what disk they are on and the same or *Dutch Breeze 1–2*?
3. *Rock 'N' Wrestle* is brilliant! Why did you only give it 27%, you haveo play it for a while to learn the moves.
Paul Cardno, Fomby, Liverpool

● 1. That's top-secrt information, along with the location of Sweay Betty's massage parlour.
2. *Gameboy Tetris* is on the 'More Than Nops Demo' disk. *Puzzle Shuffle* was withdrawn because it's not PD.
3. Get a life, it's a biger flop than Big Daddy's belly!
Lash

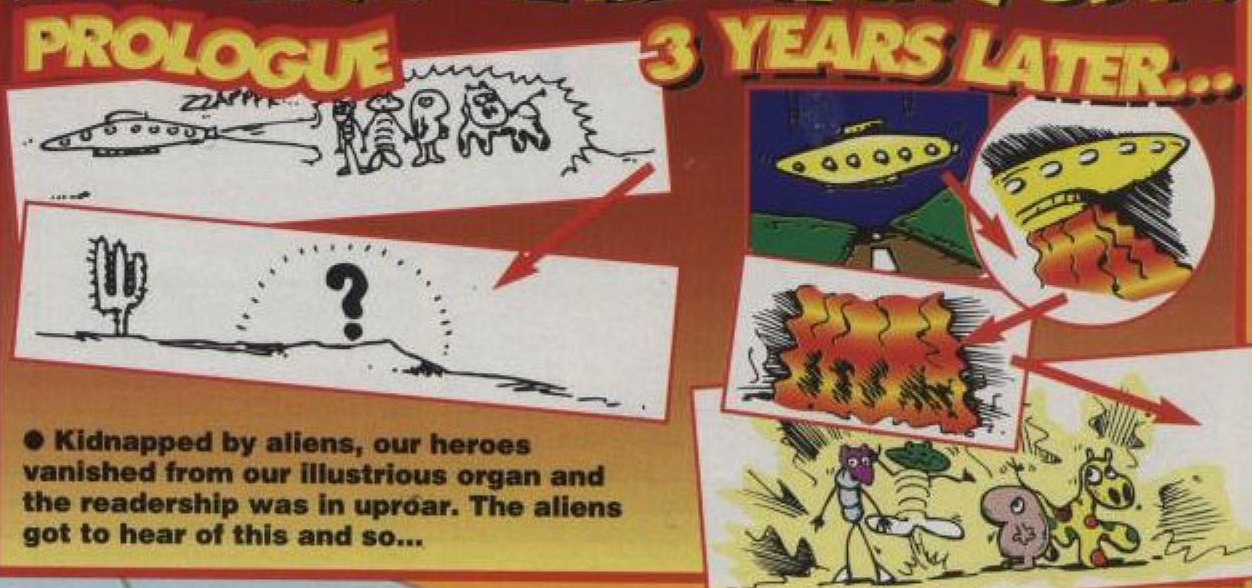


IT TAKES TWO

Dear ZZAP!
I was reading your review on the boxing and wrestling games and for *Pro Boxing Simulator*. You said that it lacked a two-player option. I have the game and it annoyed me because the game has a two-player option.
Mark (The King) Brown, Childwall, Liverpool.

● By Crom, you're right! I'll have to box Phil's ears for that cock-up!
Bash

THE BOYZ ARE BACK IN TOWN!



● Kidnapped by aliens, our heroes vanished from our illustrious organ and the readership was in uproar. The aliens got to hear of this and so...

Flashback!

Oops, there was a slight cock-up in last month's letters, where Miss Whiplash stated that Creatures was unlikely to be rereleased soon — one month later, and here it is, along with a gaggle of crispy classics!



TOTAL RECALL

The Hit Squad, £3.99 cassette

'Surprise, you're not you, you're me!' — Arnie S is such an 'ard case, isn't he? Because the big guy's a national hero (well he is to Corky anyway — Ed), MARK 'NO PROBLEMO' CASWELL gets to write the review and act 'ard.



Based on one of my all-time favourite Schwarzenegger movies, *Total Recall* tells the tale of a 'trip' to Mars that went horribly wrong. Doug Quaid, a mining engineer, is the chap with a big problem. After dreams of being a secret agent on Mars, Quaid takes a trip to Rekall (a company specialising in brain-implanted holidays). Here he plans to pay for a Mars-based holiday, but finds instead that he's really a secret agent called Hauser. His mind was wiped when he learned too much about the plans of his boss, the villainous Cohaaggen.

The game starts with Quaid contacting a pal to gain clues to his real identity. Somewhere in the maze of platforms is a suitcase with vital clues and a video message from Hauser. So leap around and avoid or destroy the bad guys, led by the despicable Richter. Found in crates, the objects Quaid needs to exit Level One include oxygen bottles, special weapons and an icon that increases the hero's strength. Once Quaid escapes he leaps into a Johnny Cab and races along the highway in a vain attempt to shake off Richter and Co. The demolition derby moves horizontally across the screen, and is viewed from above.



Use the brakes, you idiot!

Level Three is a similar 'I like driving in my car' scene: this time Quaid's on Mars and has met up with Melina, a female resistance member. Richter and pals haven't given up yet, and so the chase is on as the player controls a cab driven by a mutant named Benny.

The final level's similar to the first (ie a platform shooty thing): Quaid must first find Kuato (the resistance leader) and discover th whereabouts of an alien machine. This produces free oxygen — at the moment Cohaaggen's chargin the population high prices for the air they breathe. It's up to Quaid to start the machine and end Cohaaggen's reign of terror. The film is one of my all time faves. I've seen it 1 times to date (sad, isn't it? — Ed), and I must say the pixellised version's a corker. I wasn't working on ZZAP! when Stu, Phil and Rob first reviewed the game, so I didn't really know what to expect. There's nothing new in the design of the game, indeed two old faves are present: the platform blaster and the 'screech around' car chase. Background graphics are a tad on the blocky side but the character sprites are neatly drawn and well animated. The sound's also pretty impressive with a choice of pounding soundtrack or spot effects. So get ready for the ride of your life. 'Nuff said.

Corky! 82%



In the year 2003 over one fifth of the planet's population will be addicted to narcotics, thus the power of the drug dealers will increase beyond measure. But there's a silver lining to this particular black cloud: all the nations of the world have banded together and sent their best two policemen to serve in an elite anti-drugs force called the Narco Police.

Five years of training and preparation are about to come together in the biggest drugs bust ever. The location of the drug dealers HQ, known as the 'Narco Processing Centre', is a small island off the coast of Colombia.

So the rozzers head off to kick some drug-producer ass. But not before loading up with plenty of ordnance, and rest assured there's a fair bit to choose from. There's two types of bullets, three different missiles, some vital demolition equipment, a medical kit, teleport system and a bulletproof vest. So choose well and prepare to send your three teams into the fray, and Gawd help the drug dealers.

Once you've locked and loaded, a map of the island appears, enabling a choice of five tunnels leading into the base — though this is pointless presentation as they all look and play the same. You control each member of the teams as they travel through dark and dank passages, searching for the Central Processing Laboratory (ahh, that's why they carry the explosives).

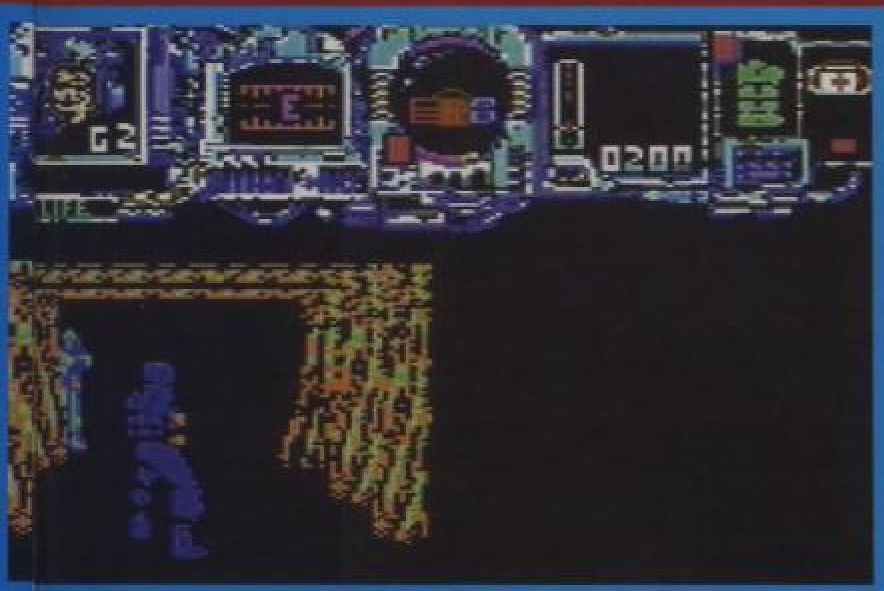


The drug dealers ain't going to let your lads ruin their day, so they send their own troops to wipe out the intruders. Be wary 'coz ammo is limited, so choose your targets carefully and wait until you see the whites of their eyes (unless they're tightly shut).

The risk here, of course, is death by lead poisoning, but this is where both the flak jacket and medical kits come in handy. Also you can use the Personal Intercom Unit to swap between teams, fire missiles, use the medical kit, set explosives etc. Hurry up, you haven't got all day to reach your target and blow it sky high.

You'll all know by now that I'm a closet psycho who enjoys nothing more than a birrov computerised violence, and *Narco Police* delivers it in spades. The bullets certainly fly around: even in the safety of your own home, a brown-trouser attack was never quite so assured. But after a few more plays, *Narco Police* is great fun. Graphically the game's good, some of the sprites are a tad porky but I'm sure we can forgive that. A budget price tag assures that *Narco Police* is worth purchasing.

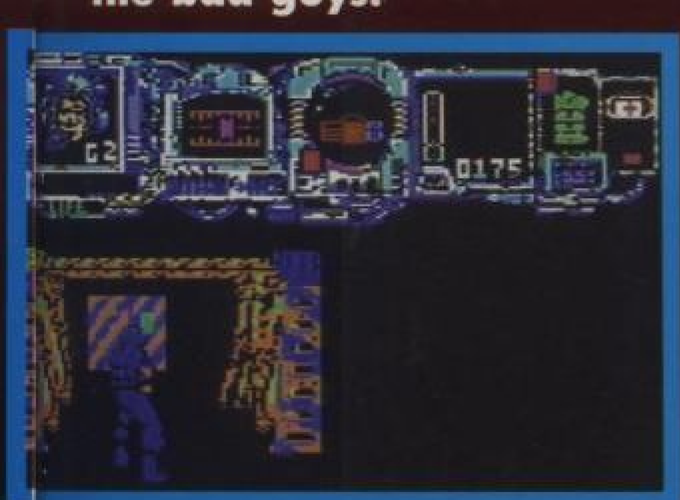
Corky! 80%



NARCO POLICE

GBH £3.99 cassette, £5.99 disk

If you want to know the time don't ask these policemen, you're likely to get your head blown off. They're so 'ard they don't eat three Shredded Wheat for breakfast, they scoff the whole box (chew that cardboard, yum yum). MARK 'NICK NICK' CASWELL sticks a blue light on his bonce as he chases the bad guys.







CREATURES

Kixx, £3.99 cassette

Torture of small, cute creatures just isn't cricket, so MARK 'ANIMAL LOVER' CASWELL decided to do the decent thing and go into bat first... and rescue some furry Fuzzies in the process, of course.



If you lived on a planet called Blot, you'd probably leave too. And that's just what its hip 'n' trendy inhabitants did, simultaneously changing their name to the much hipper (?) 'Fuzzy Wuzzies'.

No-one knows where they were heading in their colony ship, but one collision with a huge asteroid later, they end up on a Pacific island on Earth. Not exactly the most happenin' place — until the Fuzzies build a city and name it 'The Hippest Place In The Known Universe'.

But disaster's at hand when a nasty bunch of grumpy ol' Demons discover the Fuzzies' whereabouts and kidnap all but one dude named Clyde Radcliffe. Being a brave little furball, he se out to rescue his pals, already strapped into







FLIMBO'S QUEST

Kixx, £3.99 cassette

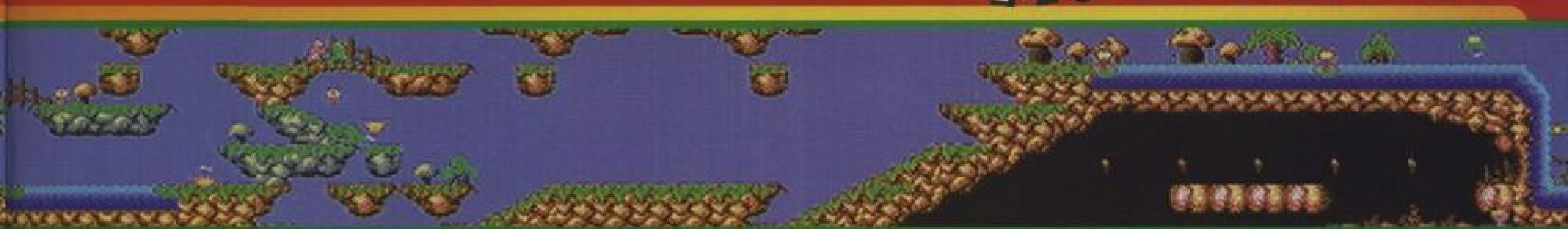
Shampoo *and* conditioner? Take *two* bottles into the shower? PHIL 'SILVIE' KING just wants to wash his hair and go... and tackle a bad Dandruff problem.

Blimey, it only seems like yesterday whe this platform romp first came into the office. Not long after, it was released o the compilation cartridge accompanying the il fated GS console (keyboardless C64).

Dr Franz Dandruff is the flaky villain of the piece, having kidnapped a girl named Pearly. The dirty old man wants her bodily juices to reverse the ageing effects of a failed immortality experiment. Naturally, Pearly's boyfriend, Flimbo, is none too pleased about this arrangement and sets out to beat Dandru and get his girly back.

The horizontally scrolling action has similarities with the Thalamus classic *Hawkeye*, with Flimbo running left/right, leapin between platforms and blasting away at tough





hideous torture devices by their sadistic captors.

But before Clyde can reach each of three Fuzzies, he must get through two horizontally scrolling stages, leaping on platforms and battling the weird residents with his Droopy bullets and Fiery Throat Flamer (by holding down fire). This is difficult enough, but a sense of real urgency is created by a tight time limit.

When he finally reaches his Fuzzy friend, Clyde must work out how to rescue him in one of the now-notorious Torture Screens. These are the real stars of the show (and were so popular, they formed the basis of the superlative sequel). A combination of finely honed reflexes and puzzle solving is required to save the day.

However, even failure here isn't too disappointing as you're treated to one of the graphical highlights of the game. The gory death sequences will have you creased up with laughter, even after seeing them several times. The top-notch graphical quality extends to the rest of the game with a rainbow full of colours (including nonstandard ones!) decorating all the scenery. There's even a waterfall, complete with parallax scrolling and a clever sound effect that gets louder as you approach. A variety of kickin' tunes throughout completes the near-perfect presentation.

But what else do you expect from the Rowlands brothers? Their dedication to the C64 is proven in both the Creatures games. It's easy to tell they were designed and programmed especially to make best use of the C64, proving what a powerful computer it still is.

If you missed *Creatures* the first time round, you're a very silly person indeed. Four brass beer tokens for such an amazing game must be the bargain of the year.





Corky! 96%



little monsters. Collecting parchments reveals the letters of a computer code needed to finish the level. Cash collected from dead nasties, or in secret treasure rooms, can be spent in the level shop for extra firepower, temporary immunity and an extension to the game's overall time limit.

There doesn't sound a lot to the game, and there isn't. Somehow though, its simplicity holds a strange compulsion. Maybe it's because what little there is here has been so well implemented — someone's obviously done overtime on the playtesting. It might have been a boring blast, but for a strict time limit which forces you to rush around, skilfully avoiding most of the baddies.

After a while it does get a bit repetitive, with identical gameplay on each level. What really impresses, and keeps you playing, is the top-notch graphical quality. The backdrops are very detailed, yet extremely colourful, and come complete with a clever parallax effect. A catchy soundtrack is the icing on the cake in a release ideally suited to budget.

Phil! 85%











NARC

The Hit Squad, £3.99 cassette

'Pssst! You wanna buy some stuff, little boy?' a shady street dealer asks IAN 'JUST SAY NO' OSBORNE. 'Eat led sucker!' dakka dakka dakka comes the forthright reply...

Everyone loves a good blast. Brain off, fire button down — it's fun, isn't it? After all, no-one really gets killed. The bullets aren't real, the baddies don't really die, and the whole thing's just a harmless fantasy — or is it?

A blatant attempt to cash in on George Bush's drug witch-hunt, *Narc*'s a fair conversion of a reprehensible Williams coin—op. Set in a suburban jungle where everyone's a drug pusher, you play a bad-assed cop who solves the drug war single-handedly, by blowing away everyone he meets, climaxing in a deadly encounter with Mr Big. Don't bother arresting them, that's for the cissies. This is community policing, Dirty Harry style, where no-one is innocent so why prove them guilty? This also casts the police as lawless murderers, but if you make the criminals psychotic enough no-one will even notice, let alone mind.



A derivative horizontal push-scroller, *Narc* only differs from *RoboCop* in that you can move in and out of the screen — or at least the bottom three inches of it! The pushers attack with relentless zeal, blasting you to hell with bullets you can hardly see, let alone avoid. The only 'tactic' available is to zigzag wildly across the pavement — the pushers follow, but you stay one step ahead. It *is* possible to arrest them, but you won't live long if you try. Best just blow 'em away — at least some of them drop collectables, such as money, drugs, bullets and rockets. At the end of each level, bonus points are given for 'evidence collected' (beats me, too) and for arrests, ie enemies you accidently bumped into while you were trying to shoot them.

You can't have a happening blaster without a good control system, and *Narc*'s sucks! Try to walk into the screen while you're firing and you'll probably execute an unfeasibly high (and totally useless) leap. Using the all-powerful fire-and-forget rockets is a bit haphazard too — you waste most of them by firing accidentally (nice 'exploding limbs' effect though).

Worst of all is that pathetic crouch — to kill a guard dog you have to stoop down to their level before blasting. This is achieved by hitting the shift key — you regain your full height automatically, and usually at the least opportune moment! Can you imagine how annoying this is? First sign of a mutt, you have to let go of the joystick and press 'shift', the computer gets you back on your feet while there's still dogs to kill so you hit 'shift' again... AAARRRGGHHH! It's unbelievable!

Like I said, everyone loves a good blast, but *Narc* has all the excitement and charm of a used teabag. Not only is it a boring, skill-free zone, its trivialisation of an important social issue leaves a foul taste in the mouth. And what would it solve? What would happen if you beat the big boss and blew his narcotics ring apart? Fewer drugs on the streets would push up the prices, so the addicts would have to mug and steal even more to get the cash. To make them go further, the pushers (make no mistake, there'll always be another pusher) would add all sorts of impurities, making the drugs even more dangerous, and rival gangs would fight bloody wars over Mr Big's former territory. There'd be more bloodshed, more killing, and more suffering — and all because the authorities insist on treating addicts like criminals instead of people with a sickness. What a great theme for a game! (Er, can I have my soap box back now please? — Ed).

Ian! 53%





SUPER MONACO GP

Kixx, £3.99 cassette

With Nigel Mansell almost certain to be the first British World Racing Champion since the last one (James Hunt in '76), we computer bods'll soon be unable to move for drivers (a bit like motoring through London in the rush hour). First off the starting grid is *Super Monaco GP*, a conversion of Sega's arcade sit-in jobbie — but will it take the chequered flag?



On loading you're offered the choice of three cars — an automatic, a four-geared racer and a super-duper top-of-the-range model with seven gears, an in-car stereo and wall-to-wall carpeting. Nice presentation, but the blimmin' thing's WRONG! According to the graphic, the fire button accelerates when it actually changes gear — the JOYSTICK controls acceleration and breaking. Well done folks!

Driving games don't really lend themselves to intricate plots, and this one's no exception — just blast your way round a series of circuits, the practice lap giving your grid position. Finish too far back in the actual race and it's Gameoversville. Thankfully you aren't forced to reload the option screen, you just stick with the car you chose in the first place.



A half-hearted attempt at a first-person perspective racer, it plays more like a viewed-from-behind offering. The main sprite doesn't dominate enough of the lower screen to give the illusion of sitting behind the wheel, and the viewpoint's far too high — since when were F1 drivers 15 feet tall?



If this wasn't bad enough, the graphics are terrible! A boring, featureless track cuts its way through a boring, featureless backdrop which in turn meets a boring, featureless skyline halfway up the screen. You do get a feeling of speed, but with such drab surroundings you'll just be getting nowhere quickly. Your car's pretty boring too, but at least it's well animated — you'll love the way the steering wheel turns on corners!



Options are limited to choosing your controls at the start of the game, and that's it! You can't choose the next track or number of laps per race, and the gear controls are the only difference in the cars — if you expect to win some dosh and upgrade the thing, forget it!

Weather conditions are random and make very little difference to the game anyway, and pit stops aren't catered for at all! The car accelerates like a Skoda, taking ages to reach top whack, but this doesn't really make it difficult — it's almost impossible to leave the track! Just hold the white line until you reach the bend then steer — it's so forgiving even Phil could manage it!

If you're mad keen on driving games you might find something to your liking here, but I doubt it. Smooth scrolling and a sensible multiload don't compensate for lousy graphics, nonexistent options and gameplay so easy you'll crash through sheer boredom. Save your dosh, this game's the pits!

Ian! 50%



PD FILE

PD's far too young to remember the 8-bit arcade classics, so we got his big brother Vernon to check out the Public Domain versions. Take it away, then, VD!

Those were the days, eh? Two-tone sounds, Rubik's cube, Sinclair ZX81s and some of the grooviest coin-ops ever to hit the streets! No really — it might be hard to imagine in these days of 32-bit arcade technology that gobble coins faster than Phil scoffs Mars bars, but the early 1980s coin-ops really were great (just like the music! — Art Ed). They had to be! With leisure programming in its infancy they couldn't hide behind snazzy graphics or hi-tech hydraulic cabinets, so designers paid far more attention to gameplay. These days when an arcade game's crap on the C64 it's usually 'cos the original designers went in for too much glitz and not enough game, leaving the conversion programmers an impossible task (eg *Out Run*).

Unless you bought your C64 the day it was released, chances are you won't have too many arcade classics in your collection, so why not try some ace PD conversions? They're cheap, they're cheerful, and best of all, ch... erm, ch...ch... (You're fired! — Ed.)

Early days

The first video game to make general release was *Pong*, a sort of tennis thingie with blocky, black-and-white graphics and gameplay so simple even PD could understand it. The real crumblies among you might have a Binatone machine in the attic, featuring football and squash variants and options to change the bounce angle as well as ordinary *Pong*, but if you haven't there's always the PD version.

Using the two-paddle-per-player approach of *Football Pong*, the Commodore game (part of the 'More Than Nops' demo) is a very close conversion of the original. Although it's two-players only, don't let this put you off — this is the sort of game everyone takes the rise out of but still want to play it every time they come round your house. Neat, slick, and fiendishly addictive — an essential purchase!

Paddle power!

The paddle-and-ball approach reached its logical conclusion in *Breakout*, the aim of which was to blast away a wall of bricks. First released in 1976, later versions such as *Arkanoid* featured better graphics and flashy power-ups.

Although PD-tribute *Hallax* also boasts improved graphics and wild upgrades, the playing area's too narrow and paddle control too sluggish to make it a classic. The power-up icons fall at random rather than from battered bricks, but you still have all the usual troubles collecting them — how long can you afford to take your eye off the ball without coming to grief? Not a classic, even at PD prices. Save up and buy The Hit Squad's masterful *Arkanoid II — Revenge of Doh* instead.

Spaced out

Whoopee — the game that revolutionised computer games! When first released in 1978 *Space Invaders* was cited in divorce cases and almost exhausted the Japanese treasury's supply of ten Yen pieces!

Although the original was monochrome, the illusion of colour was achieved by laying plastic film on the monitor screen.

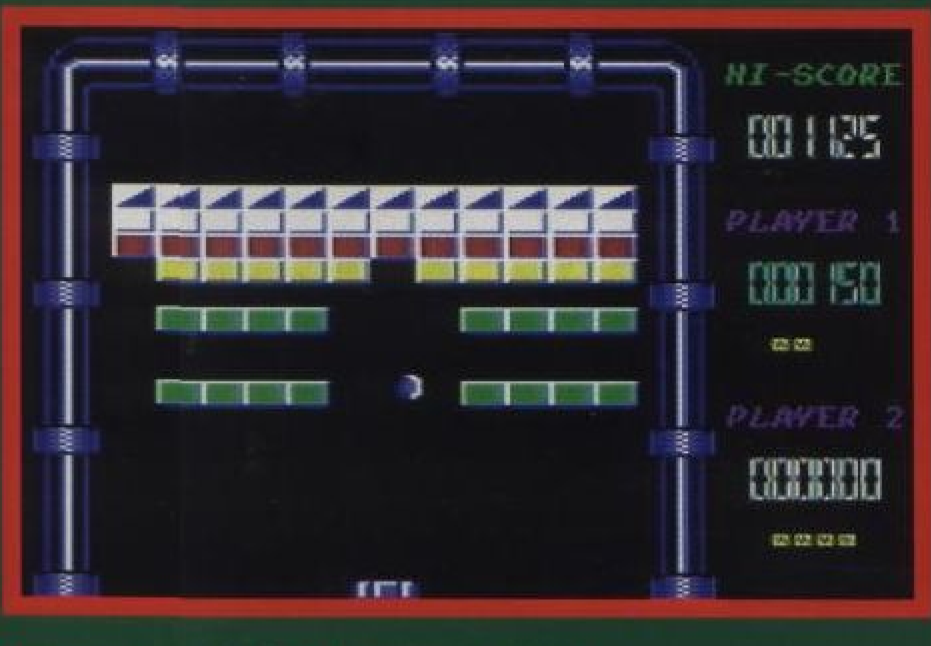
Unlike the original, the C64 version boasts an amazing palette of THREE colours! WOW! Unfortunately it's a straight conversion of the Commodore Pet (remember them?) outing, and also boasts some of the clumsiest looking sprites I've ever seen. I'm no programmer, but I'm sure it couldn't be too hard to incorporate C64 graphics into the Pet routines, especially when you've gone to the trouble of converting it in the first place. Smaller, better defined sprites would've been a big improvement, but a good old nostalgic blast nonetheless.

X-rated

Innovative though it was, *Space Invaders* was essentially a very limited game — if the aliens were smart enough to launch an Earth invasion, why did they attack in neat little lines, almost asking to get their arses kicked? *Galaxians*, released a year later, featured better graphics, snappier sound and above all more involved gameplay — this time the baddies broke formation and swooped on their unsuspecting foe, showering him with bombs on the way!

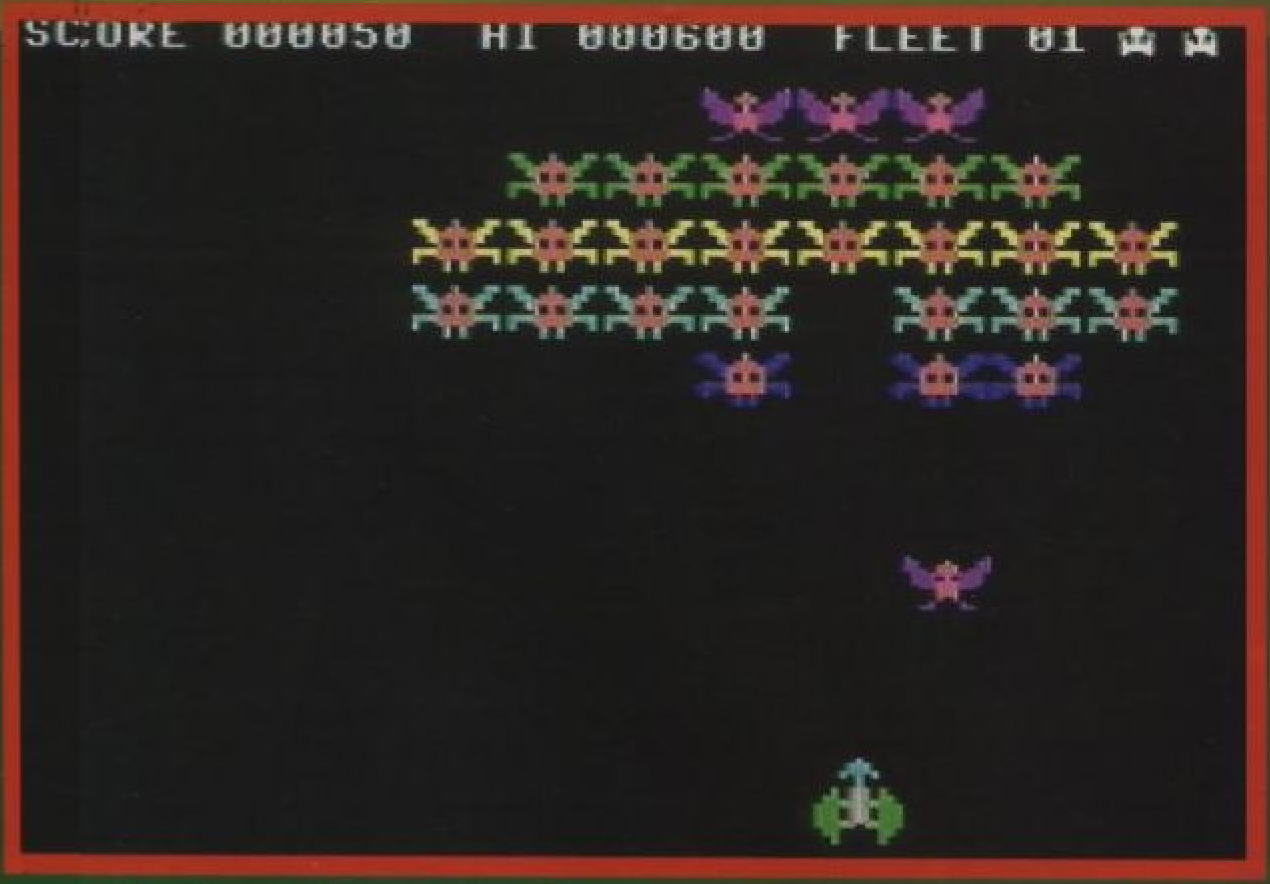
The best PD version is *Galaxian*, a fast, playable interpretation of the original. A very close copy, the presentation screen and primitive sound FX are retained, even down to the three-second ditty on starting. On the minus side the big baddies that descended with a couple of escorts are conspicuous by their

● It's enough to drive you batty — if you've never played a PD game, why not break out and score a copy of HALLAX?



● Left, fire, right, right, fire, left, fire, fire, right... don't laugh, SPACE INVADERS drove people to drink in it's day!





● **Come fly with me... it may be just Space Invaders — The Next Generation, but GALAXIANS is still a well 'ard blast from the past! Phwee, phwee, doddleoodleooh!**



● **Okay, so it's sod all like Asteroids... METEOR STRIKE isn't bad, and we've yet to see a true PD clone.**

absence, and although the sprites are close to the arcade classic, they aren't animated at all when in formation. Even so, it's silky-smooth, lightning-fast and a great play to boot. (Er, what VD means here is that the game's as smooth as cotton, as fast as Phil and an average blast: Just like the original! — Ed).

Also worth a mention is *Galaga*, a PD tribute to the 1990s *Galaxians* update. So why does it look and play like a ZX81 game? Ho hum!

Ooh, me asteroids!

1979 also saw the release of Atari's *Asteroids*, one of the most original games ever to hit the arcades. Mind-blowingly simple, you rotated a triangular ship left/right, moving in the direction faced by hitting the 'thrust' button, or if in real trouble you could disappear altogether and reappear somewhere else (hyperspace). Your task was to blast the huge boulders floating across the screen, splitting them into ever smaller pieces until they were finally smashed into gravel.

I've yet to see a true interpretation of this wee gem on the Commodore — *Meteor Strike* is interesting enough, but it just isn't *Asteroids*. The ship doesn't rotate but moves in eight directions, with no momentum. The rocks themselves come in two sizes, both of which are destroyed on impact, you can't hyperspace, and what happened to that spanky little space ship that slid across the screen firing back?

Not a true interpretation by any means, but to be fair to the programmer it was never meant to be — it's a fun game in its own right. If anyone has a better PD *Asteroids*, bung us a copy.

Wackawackawacka wacka...

Now here's a weird one. Released in 1981, *Pacman* was immensely popular in its day and still has something of a cult following even now! Played on a single static screen, you guided your sprite (which looked suspiciously like a mutilated yellow tennis ball) round a maze, gobbling up dots and fruit as you went. Whichever way you turned, four ghosts with an appetite for raw Pacman were in hot pursuit. Luckily eating a 'power pill' made them temporarily vulnerable, enabling you to scoff *them* instead!

John McCarthy's tribute *Snack Man* is one of the closest PD conversions I've ever seen. The sound is equally as terrible and momentum makes it just as hard to turn corners, but it's as blindingly playable as the arcade original. Make no mistake, this one's a corker! Unfortunately, its only failing stands out like a sore thumb, even on the screenshots — yes, those multicoloured dog biscuits are the ghosts! It's a pity such a brilliant game is let down by shoddy graphics, but as it plays like a dream I suggest you grab a copy anyway.

Get orf moi cabbages!

Another 1981 release, *Centipede* had you blasting away a you-know-what, segment by segment. Your movement was limited to the lower half of the screen, and further hampered by the 'mushrooms' liberally scattered across the playing area. These took several shots to wipe, and often got in the way when aiming at your multi-legged adversary.

Fans of the coin-op will love *Centripod*, an inexact but playable interpretation of the original. The graphics are fine, the centipede still splits into two when you hit a middle segment, and the mushrooms are just as irritating. The centipede itself behaves exactly like it should, but the spider patrolling the foot of the screen bounces too high and moves too

● **SNACK MAN's a great game — if you don't believe me, check out this month's megatape!**





● **Better on your C64 than in your cabbages — CENTIPEDE's a corker and no mistake!**

STOP PRESS

One or two of you have asked about prices of PD games. Because they're sold as tape & disk packages, there's no point our pricing them individually — write to the libraries in question and ask for a catalogue. (Send a first-class stamp.)

Binary Zone's Kenz is putting together a list of PD File progs showing where they can be found — drop him a line.

fast, making the game as a whole much less forgiving. Still worth a shot though, especially at PD prices.

King of the swingers?

No arcade roundup would be complete without Nintendo's *Donkey Kong* (mistranslated from the Japanese for 'Monkey Kong'!), probably the first ever platform game and definitely the first release starring the omnipresent Mario. Climb the ladders, jump the barrels, gather the goodies… I'm sure you get the idea! Set across four exciting levels, it climaxes in an epic battle with Kong himself — take out the rivets and watch him fall to his doom!

The C64 version is almost brilliant — the graphics and sound are a near-faultless reproduction of its arcade predecessor, the screen layout is as accurate as the Commodore would allow, and the animation — wow!

If only the gameplay was as good. The main sprite moves sluggishly at the best of times, but this slows to a steady crawl when he hurdles a barrel — you have to start your leap while it's still a good two inches away, and with barrels rolling down ladders at random it just isn't possible. Collision detection could be a little more forgiving too.

Worth a look, but nowhere near as good as it could've been.

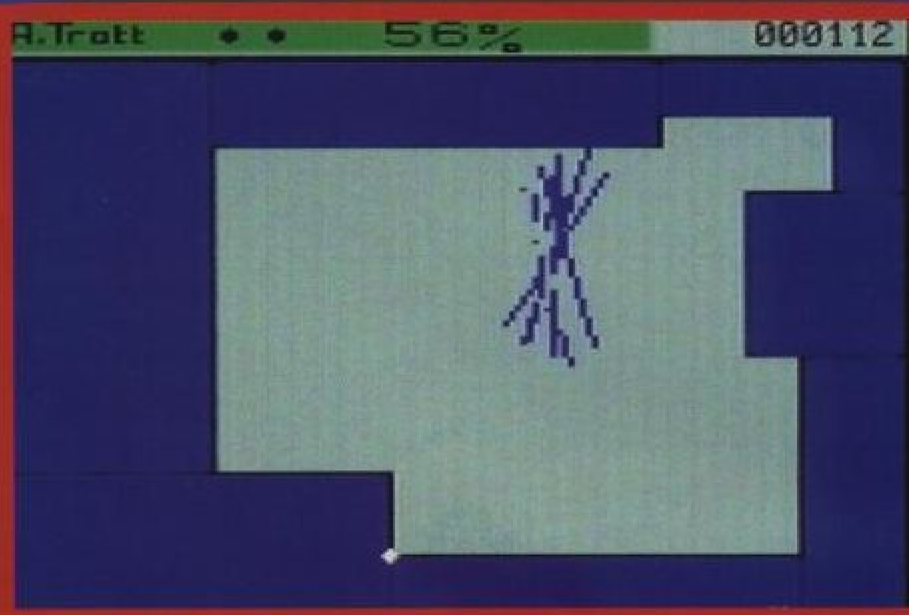


● **Is that DONKEY KONG's backside? No, it's ________'s face! (The ZZap 64 'insert your own insult' kit — it's a sizzler!)**

Qix on the draw

Blimey — one of my all-time arcade favourites! *Qix* is a game that really showed what you can do with utterly brilliant gameplay and completely cack graphics.

Played on a static screen (weren't they all in those days?), your sprite (a tiny dot) patrolled the outer perimeters of the playing area avoiding two enemy blobs at all costs. The big baddie, an interesting mathematical effect created using straight lines, dominated the screen. Your task was to make brave excursions into the playing area leaving a trail in your wake, boxing off sections of enemy territory and making it your own — capture 75% of the screen to complete the level. If your trail was hit before you made it back to friendlier climes, you died. Hesitate too long, or turn back on yourself, and a kind of sparkly blob-type thing followed your trail (if you know what I mean).



● **Oh grief, how do you write a caption for QIX — how about 'what a great game, and it's free'? (You're fired — Ed)**

And the C64 version! It's exactly like that! Okay looks crap, but who cares? *Qix* is one of the most playable PD games I've ever seen, the sort of thin[g] that keeps you up until 2am. A near-faultless extravaganza, I can honestly say it held my attention longer than some full-priced games — bu[y] or die!

At long last you've got a guy
Who knows his bit from byte.
So why not sack my little bruv,
Who's column reads
like (tripe! — Ed.)

See — I told you there's life in the old dogs yet! It's games like these that show the true value of Public Domain. No one in their right mind would splash out four quid on *Pong*, for example, but you'd be a fool to miss it at P.D. prices. To grab a piece of the action, contact Binary Zone or ICPUG. Me, I'm off for a game of *Space Invaders*…

CONTACT POINTS

Binary Zone PD,
34 Portland Rd,
Droitwich,
Worcs
WR9 7QW.

ICPUG,
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● **QIX again — despite the mangy screenshots, it really is a fantastic game! No really, it is — honest!**



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Mega Mix

Are you an 'ard nut? Can you break huge planks of wood with your bare hands? If the answer to both questions is 'yes', please don't hurt me, and how much cash do you want to borrow? MARK 'KUNG FU' CASWELL's got a black belt you know. He uses it to hold his trousers up.



COMBAT PACK #3

• Zeppelin Games, £3.99 cassette

There are four games on the combat pack, and all of 'em feature big psychos with even bigger weapons, kicking tail. First up is ***Ninja Commando***, the story of a Ninjitsu warrior out for truth, justice and the right to drink lots of sake.

Our lad starts the game unarmed, but by leaping on enough bad guys' heads he receives weapons: a shuriken, then grenades, a flame thrower and finally a machine gun. Hurry 'coz there's a timer, and a bonus is awarded for precious seconds left at the end of the horizontally scrolling level. The sprites are small but they certainly pack a punch — this is a compulsive, *Vigilante*-style beat-'em-up.

85%

Eat your heart out, Steve Austin

Bionic Ninja takes us to the Icarus Earth Defence Base, which is being attacked by xenophobic and very unfriendly aliens. What can the human inhabitants of the base do to defend themselves? 'Build a robotic Ninja protector' is the answer.

You play the brave Ninjabot deployed to infiltrate the enemy base and generally kick some bad-guy ass. You have two weapons to hand (shuriken and sword), and are able to make a few eyes water with a handful of martial-arts moves.

The ZZAP! reviewers were incredulous to find shower-murderer Norman Bates had endorsed a footy compilation — all apart from PHIL 'PUB TRIVIA' KING, who pointed out that 'Psycho' is also the nickname of Notts Forest and England star, Stuart Pearce!

PSYCHO'S SOCCER SELECTION

One might well ask, 'What does an England player know about football anyway?', but Stuart 'Psycho' Pearce is a true pro. In fact, he's one of my favourite players with his rock 'ard tackling and rocket free kicks. With all those years of Cloughie shouting in his ear, what the 'young man' doesn't know about footy isn't worth an Accrington Stanley season ticket. So why ever has he endorsed such a dreary compilation of soccer sims?

It kicks off with ***Kick Off 2***, a not-too-brilliant conversion of the legendary Amiga game. It's a fair attempt with the full quota of league and cup options, and the famous push-along dribbling. Trouble is, it's got more than its fair share of flaws, including sluggish scrolling, unintelligent players and a tiny, useless radar scanner.

67%



Ubi Soft, £14.99 cassette, £19.99 disk

In each of five horizontally scrolling levels a host of alien aggressors try to send you to sushi heaven. So grab your espadrilles and shout 'banzai dudes' at an annoyingly loud volume (or maybe not).

82%





Ah so, ' ere we go!

In ***Kick Box Vigilante*** our boy doesn't possess any weapons, but he's a master of the ancient martial art of No Can Do. The Siandown Temple's the venue for the big kick around, with four opponents to thrash (each one twice, so there's eight battles in all). And with each opponent comes a different backdrop, so your eyes are given something to watch as your guy's mashed to pulp.

Up in the status panel each fighter has five Yin and Yang symbols to denote energy. Each time one of you is smacked over the head you lose a bit. This goes on until one of you chews canvas and is the guest of the local hospital for a couple of months. Just make sure the joker on the floor ain't you.

78%

Howdy pardnarrgh!

And finally we have ***Spaghetti Western***, a rootin', tootin' journey into a typical Wild West town. As usual the bad guys have taken over, and are running amok even as we squeak. This is where a bounty hunter would come in handy, so enter stage left Clint Westband — the best manhunter on *either* side of the Rocky Mountains. There are five outlaws to bring in, dead or alive, but being a mean bastitch Clint'll probably bring 'em in dead.

As he sends the villainous hordes to Boot Hill Clint's bounty increases, but there are other bits and bobs to collect including money bags, extra ammo, whisky bottles (hic) and hamburgers (huuurgh!).

77%



● Yee-ha! That dodgy sprite looks like our very own shyster cowboy, Sheriff Shields!

Packs a punch

Overall this game pack's very playable. Okay, I admit some of the graphics leave a little to be desired, but I think we can forgive Zeppelin for that — especially as I love martial-arts movies and am similarly fond of 'chop suey' beat-'em-up games. The only thing that puzzles me slightly is the inclusion of a cowboy game — why not keep it all in an Oriental vein? Mind you, that's a minor niggle 'coz *Combat Pack #3*'s well worth the measly price tag.

OVERALL STRIKE! 81%

Send it off!

Far worse is ***World Championship Soccer***, a chronic conversion of a dodgy Sega coin-op. As with *Kick Off 2*, it's an overhead-view, up-and-down-the-screen jobbie. However, here the ball is glued to your foot for easy dribbling. And thick computer goalies make things even simpler — by approaching from a wide angle you can dribble straight past them to score! Play is further spoilt by a confusing control system: the shot-height control stays the same, no matter which direction you're facing. Even a full World Cup tournament can't stop this slimy sim shooting well wide of the target.

37%



Come on you reds!

An innovative mixture of management and arcade action is on offer in ***Manchester United***. Not to be confused with its superior sequel (*Man Utd Europe*), this isn't a premier league title contender. Selection of players and formations is good, but let down by a dodgy match section. Simple hit-and-hope footy takes place on a horizontally scrolling, overhead-view pitch, with no frills and few thrills. Ball-glued-to-foot dribbling and the limitation of shooting straight ahead make for dull donkey-style play, while good computer goalies ensure ultra-low scorelines.

65%

● The classic footie sim wouldn't be the same without vom-green screens and diced carrot sprites.



What a loada rubbish!

Last, and most definitely least, is one of the most appalling games (never mind soccer sims) ever to 'grace' the 64. ***Fighting Soccer*** is yet another chronic coin-op conversion with no feeling for the game whatsoever. If the hazy, monochromatic graphics don't put you off, the snail-paced 'action' certainly will. Worst of all is the piddle-poor responsiveness of the controls — the players take about half a second to follow your joystick movements! The only minor amusement is the way the players jump miles into the air to head the ball.

10%

Step into the shower

When you can buy both the best two C64 soccer sims (*MicroProse* and *Emlyn Hughes*) on budget, the temptation to splash out up to £20 on four far inferior footy games is about as strong as Birmingham City's defence.

OVERALL STRIKE! 45%

ZZAP! 64 Z

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Big Game Fishing



● **Simulmondo, £10.95 cassette, £14.95 disk**

PHIL 'TINY TACKLE' KING tries to catch a big fish to go with his plate of chips...

This sort of fishing doesn't involve lazing by the river bank — you can't catch a 100kg swordfish with a cheapo rod and tin of maggots! Instead, you're equipped with a motor boat. Trouble is, you have to catch enough fish to pay for its hire and petrol, not to mention all your tackle.

Start by picking your navigation route through the South Seas, making sure you have enough fuel — run out and you have to pay for your own rescue!

Once at your chosen spot, the scene switches to a 3-D view from the back of the boat, with your rod in the middle. Attach a line and one of five types of bait, each used at a specific depth to attract a particular type of fish — the sketchy instructions don't give you the details, so it's trial and error. Reel out your line to the required depth and wait until seagulls are circling above. This is your cue to throw some 'chum' (sardines) out to attract your prey. If everything's right (including your speed) you should get a bite — indicated by the rod bending. The big fish will soon pull your line out unless you quickly push up your clutch control to hold it, and pull back to reel in. Watch the drag bar though: if the line gets too tense it'll snap as the fish jumps out of the water (nice graphic).

It sounds tricky, but the reeling-in process is a piece of cake, in easy mode at least. On the harder level, you have to watch your line tension more carefully, allowing some slack when the fish struggles.

To start with, though, the main problem I had was getting a bite at all. After several goes I hadn't even caught a sprat — I felt like going home and having my sardines for tea! But after all the waiting, my first catch was exhilarating. I felt real panic as I hastily lowered the boat's speed, altered my clutch control and reeled in — I was even leaning back in my chair!

The thrill of the first catch is never repeated, and it does get repetitive, but the long-term challenge of making enough money to travel to deeper waters (for the really big fish) keeps you hooked.

PRESENTATION	78%
GRAPHICS	76%
SOUND	52%
HOOKABILITY	78%
LASTABILITY	81%

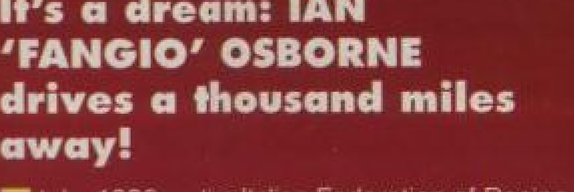
OVERALL STRIKE! 80%

1000 Miglia Vol 1 1927 — 1933

● **Simulmondo, £10.95 cassette, £14.95 disk**

It's a dream: IAN 'FANGIO' OSBORNE drives a thousand miles away!

Italy, 1926 — the Italian Federation of Racing introduces crippling restrictions on engine capacity, and most vehicle manufacturers pull out in disgust! Determined not to let the sport die, four enthusiasts launch the 1000 Mile Cup or the 1000 Miglia, a gruelling round trip from Brescia to Rome and back again! Initially a one-off, the 1927 opener was so popular it was held every year until the late 1950s!



1000 Miglia covers the early years of the race. In those days there was more to racing than sitting behind the wheel and putting your foot down. Your driver and co-driver must be chosen with care — as they do their own repairs, make sure one of them's a cool mechanic, and choose your spares carefully too. You can create your own crew or use the ones supplied, and there's even a save game option!

The race itself isn't as impressive as the strategic options. Minimalistic graphics allow a snazzy feeling of speed, though it makes the stages very samey in appearance and playability. Controls are nicely laid out, the joystick handling steering, acceleration and brakes. The fire button activates the best gear responses I've ever seen in a race game — move through the gears too fast and you're sunk! Release the joystick and you cruise at your current speed, slowing down only gradually. (Sigh — why can't all drivers be like this?)

The cars themselves handle like a dream — perhaps a little too well. It's difficult to reproduce vintage idiosyncrasies on a C64, but these oldies-but-goodies slide along like Formula 1 cars! The steering response makes it very hard to accelerate round corners which is a good thing, though car damage seems almost random. If anything goes wrong, you'd better pray you've got the right spare on board — the RAC weren't around in 1927!

The game's biggest failing is that at the end of each stage the screen goes blank and it multiloads — and that's it! No indication of how long you took or how well you're doing, no opportunity to restock on spares, no nothing! Also you do see other cars during the race but there's no indication of your overall position — it's very much against the clock.

1000 Miglia is a brave attempt at a seldom-tried angle, and not a bad game in its own right. Presentation is excellent, but it gets a little too samey too quickly to be a true classic. Worth a look though.

PRESENTATION	90%
GRAPHICS	78%
SOUND	70%
HOOKABILITY	68%
LASTABILITY	72%

OVERALL STRIKE! 72%

The Cool Croc Twins

● Arcade Masters, £11.99 cassette, £15.99 disk

All together now: 'Never smile at a crocodile, never tip your hat and stop to talk a while...' MARK 'CAPTAIN HOOK' CASWELL risks an early death by smiling at two cool-dude crocs.

The coolest twins ever, crocs Punk and Funk are both in love with Daisy, but the silly mare can't decide who she loves most (hmm, this sounds familiar). So she decides to forsake love and go to a Crockery.

Meanwhile, Punk and Funk must try to win back her hand. To achieve this they must travel through ten worlds, each comprising six screens, which makes... erm, 60 screens in all. So either play alone or drag a pal into the fun as the Twins battle it out.

On each screen are differing numbers of lights: the Twins must leap around on the platforms and head-butt these to illuminate them (this takes three hits). But life's never that easy, mainly 'coz there are evil creatures out to make a few quid on handbags and shoes.

Contact with the weird and wacky denizens





● Knock on all the lights to complete the level. I love those palm trees — but the action ain't so relaxing!





● Croc jumps to the right from the perimeter. He'll land on that vertical platform he's heading for.



Phil!

● What are you on about, Ian? I reckon the game's presentation is darn cool with some neat static pics and super-colourful backdrops (though the crocs *do* look a bit weird). I too was confused by the strange left/right controls at first, but within a couple of goes I was totally hooked. Switching on coloured lights doesn't sound such a great concept but, as with *Pang*, simplicity holds the key to utter compulsion. In fact, the hectic two-player mode is also very *Pang*ish with its combination of cooperation and competition to finish first and win the level bonus. The cream on the pudding is the level password system which avoids the frustration inherent in this sort of frantic action. And with 60 tough levels, containing lots of new features to discover, there's plenty to keep you playing. Definitely one to snap up.

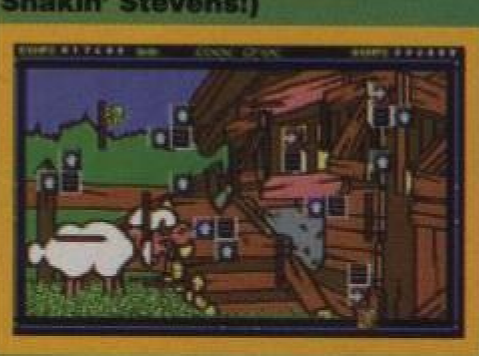
92%

loses the TTwins a life, but the nasties can be annihilated by bouncing into them while in mid-air. Apart from killing you, the little swines have the annoying habit of bumping into the lights and switching them off. Some lights are difficult to reach: they're blocked by rocks, single arrows, double arrows, a nasty block that spins the heroes round and round (barf) and crystals. But to ease the hassles, the Crocs are blessed with Spider-Man-style powers: they can cling to any surface (even the ceiling). Also handy collectable icons appear from time to time, including speed-ups, bonus points and limited invulnerability.



● Croc finds out what's behind the green door he's just opened. (No, not Shakin' Stevens!)

Snap decisions



At the end of each level either Funk or Punk (who gave the poor swines those god awful names?) are awarded bonus points, depending on how fast they zipped through the last screen — points being given to the twin who finished first. There are 60 screens between our two reptilian Casanovas and the object of their desires. That may not sound much, but things get darn tough as the game goes on. Don't panic, 'coz it's easy peasy to start with, though my only slight moan is the strange controls. It takes a short while to get used to walking on the ceiling, but if Spider–Man can do it...

The graphics are blinkin' brill throughout, the character sprites (both good and bad guys) are small but excellently drawn. Also of note are the backdrops, which change from world to world and add a nice splash of colour.

As I said before, once the controls are sussed it's easy to bounce around the shop. There's a slight puzzle element in *Cool Croc Twins*, working out how to negotiate the obstacles can be pretty hair-tearing at times. But frustration is slight and I can assure you that you'll be playing *Cool Croc Twins* until the cows come home (or you win Daisy's hand in marriage).



● Is that wolf in sheep's clothing? Dunno, but the game certainly is. Those black holes and question marks are so tricky. (Below left)



Corky!

Those crystals will have the crocs in a spin, wasting valuable time as the nasties go turning off all the lights. (Below right)

88%



Ian!

● What a weird game! The graphics are lousy, with a main sprite that looks like a frog in a liquidiser and backgrounds that often obscure the platforms. The joystick controls make no sense at all, but after a few plays you find there is a game in there after all!

I was sick to death of trendy-talking superpowered reptiles after the Turtles, but this offering revived my interest — well, almost! It's too poorly executed to be a top-notch Sizzler, but original gameplay and a keen sense of humour make it well above average.

80%



Brick Wall. Try to get through and you'll only be banging your head against it. Phil once ran into a brick wall, but it didn't knock any sense into him.

Black Hole Just like Phil's cakehole — go in one end and you come out the other!

Crystal. Just like the thing that bald bloke gives out on telly. This one turns you round too!

Arrow Sends you in the direction it's pointing and changes to a new direction

Boulder. Slam into it three times to smash it into nothingness. Don't try this at home, folks!

Double Arrow You can only go through them in the two directions shown .

Mystery. Acts like the single arrow but sends you off in a random direction. Can be annoying.







TEST YOUR STRENGTH!



PRESENTATION Brilliant intro, static screens and password system **90%**

GRAPHICS Small, neatly animated character sprites, bright backdrops **87%**

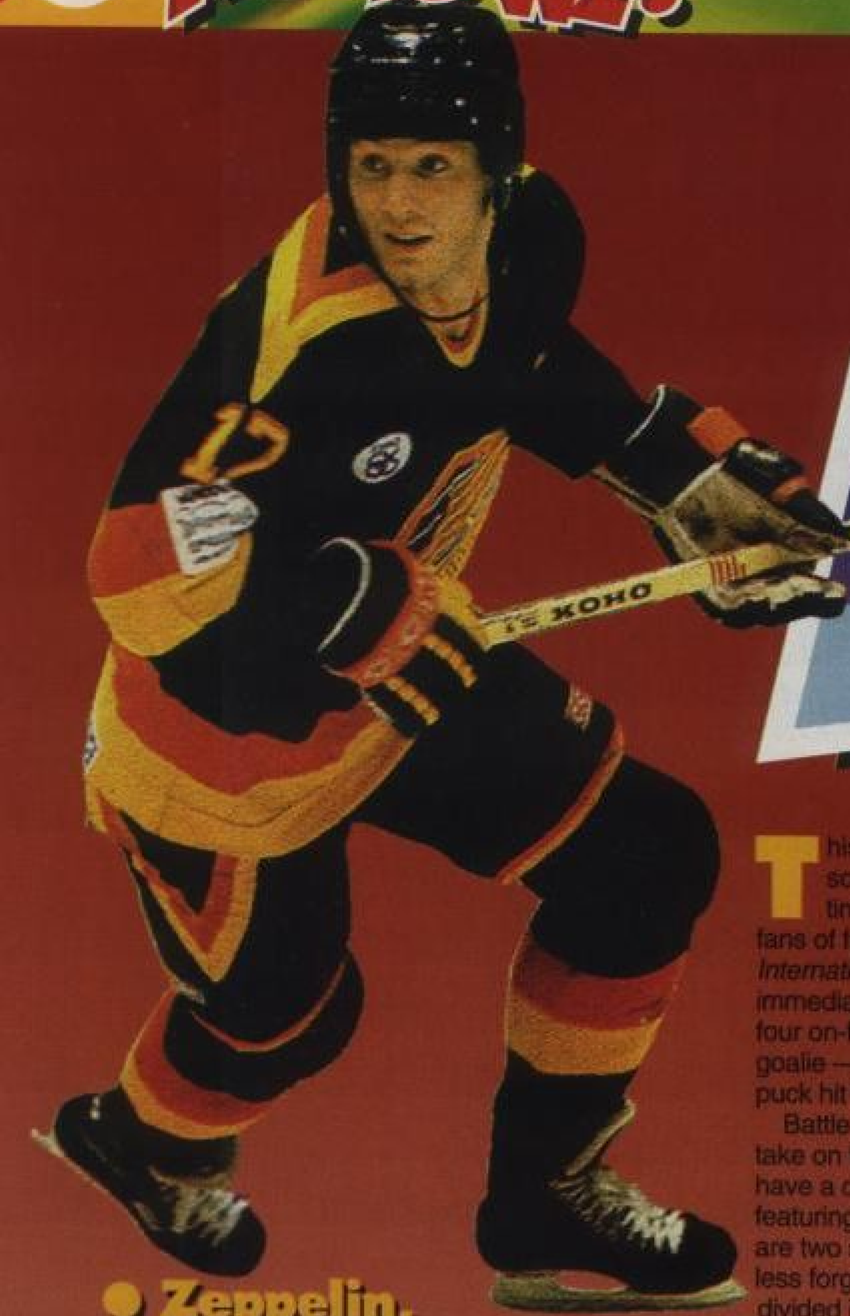
SOUND Cheerful title and in-game little ditties to bop to! **85%**

HOOKABILITY Control is a mighty bit tricky to handle at first **88%**

LASTABILITY But the joystick'll soon be welded to your hand **90%**

OVERALL STRIKE! 87%

Internat
Ice Hoc



• Zeppelin, £3.99 cassette

Ice Hockey — it's a chilly game. In fact it's cold enough to freeze your balls — perhaps that's why they use pucks instead! IAN 'TWINKLE TOES' OSBORNE goes skating on thin ice (again!).

This cool game is played on a horizontally scrolling rink showing about a third of it at a time. Viewed from the side and slightly above, fans of former ZZAP! Megatape hit *Emlyn Hughes International Soccer* will find the perspective immediately to their liking. Each team consists of four on-field players and a computer-controlled goalie — to switch control to the player nearest the puck hit the fire button, *MicroProse Soccer* style.

Battle it out with a friend, or if you haven't got one, take on the computer. When you're really confident, have a crack at the eight-team knockout tournament featuring Europe's top squads (and Britain). There are two skill levels, 'professional' being faster and less forgiving than 'amateur', and matches are divided into four periods of variable length.

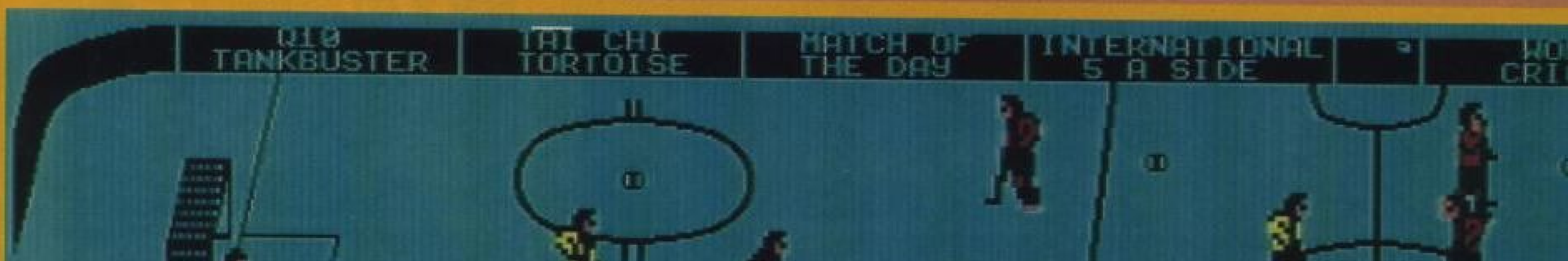
Make no mistake, this isn't a graphical rehash of the horrendous *International Five-A-Side Soccer*. It's rootin' tootin' slip-sliding ice hockey action all the way, with the effects of inertia making changing direction far from simple. To compensate for all that sliding about you must steer that little bit sooner, and if you want to go back the way you came you turn in a tight little circle — sounds complicated, but once mastered it's this that really makes the game.

Dribbling is an acquired skill, but an important one. Computer-controlled opponents are skilful enough when intercepting goal-bound players but your own off-the-ball bods are never there when you need them, which is a pity. With it's expansive playing area giving players plenty of space, *International Ice Hockey* could easily have been an epic passing game.



• If that goalie got any fatter he'd be mistaken for Phil! (Minus the extra six chins.)



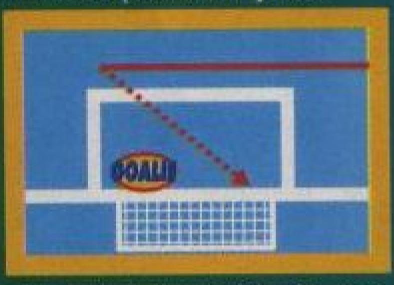


...ional ...key

HOW TO SCORE WITH A DECENT PUCK!

If your name's Steve Shields you 'score' crawling from pub to pub chatting up barmaids as you go, but still end up with Mrs. Palmer. Ice Hockey players do it differently.

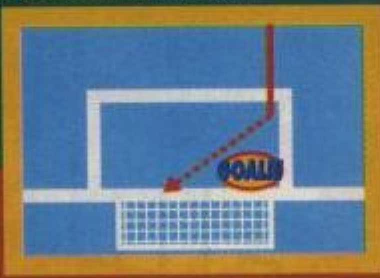
Small goals, large goalies and wimpy shots make long range blasts impossible — you won't beat the 'keeper unless you can see the whites of his eyes, and then you've got to pull him out of position. Try this:



1. Dribble towards your opponent's goalpost, changing direction at the last minute and shooting into the opposite corner.
2. Race across your opponent's goalmouth until you're in front of the far post, then turn and shoot as shown.

Both methods take practice, but what the puck? They work! Unlike 'proper' hockey you won't finish with a scoreline the size of a small defense budget, but again, what the... (Snip — I missed the last one! — Ed.)

If you're shot is saved, get ready for the totally predictable and entirely computer-controlled pass-out and try again.





● If you're feeling p-p-p-peckish... hold fire and press the back arrow? (Well at least you won't get the silver paper in your fillings.)

Fortunately computer sides play the same tactics as you're forced into so at least it's fair, which is more than you can say about the refereeing! Players get sent off for the slightest infringement, and because the inlay omits even the most basic rules of ice hockey you're left scratching your head wondering what you did wrong!! Needless to say the computer teams behave like saints.

Walls — I scream!

Another irritating oddity occurs when you hit the outer wall. (Obscure sporting facts No. 234098 — an ice hockey rink has a perspex wall instead of touchlines, so until a goal is scored or foul committed the ball's always in play). After even the slightest touch you're flung against it, raising your hands like an Italian soldier and unable to move for a few seconds — you can't even select another player! If you hit the wall like a battering ram, fair enough, but it's a bit unfair after the tiniest of taps.

Shooting's a little wonky too — hold the 'fire' button to increase power (without the benefit of a power bar), and release it to make the puck crawl sluggishly for a few feet. Fans of the sport will wonder if the icing rules are catered for, but in truth we don't know — you can't hit the puck far enough to find out!

For all its (many) faults, *International Ice Hockey* is still a fun game. The two skill levels are well pitched, the tournament opponents all play slightly differently, and in two-player mode it's a real ripper! With a little more attention to detail and a faster playing speed it could've been a mega-killer — it won't keep you playing till the wee small hours of the morning, but it'll have you coming back to it for some time to come.



Ian! 70%

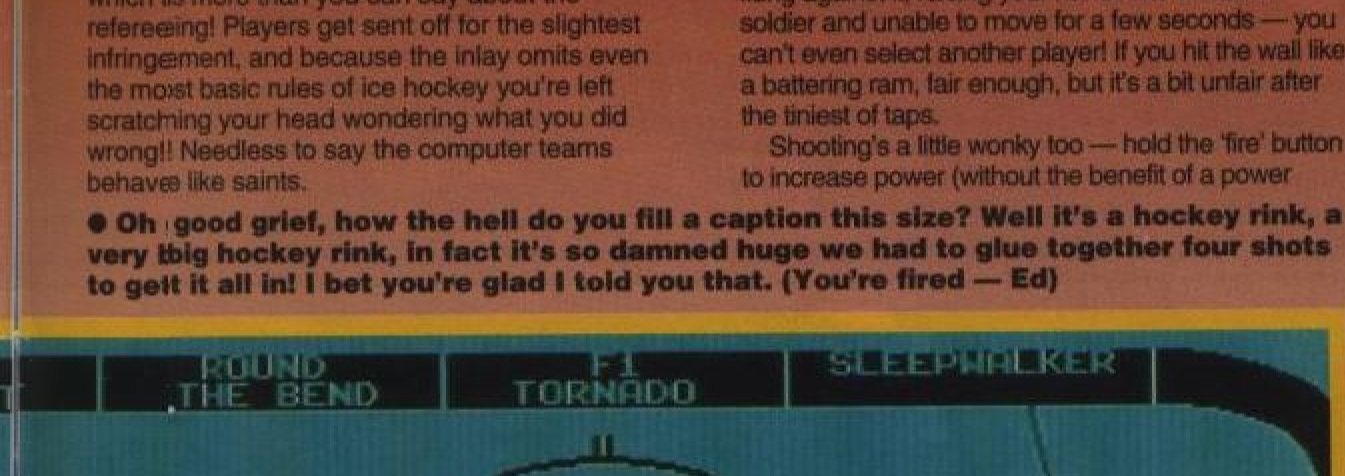


Phil!

● This is an interesting one to assess. It doesn't really simulate ice hockey that well, but is still playable. Unlike the ultrafast, brutal sport, *International Ice Hockey* is fairly slow-paced with the slightest body contact immediately punished by a spell in the sin bin. The only realism lies in the convincing inertia, the players having to turn around gradually. Most annoying is when you slam into the rink barrier, and are unable to control *any* of your players for several seconds. With practice, however, this situation can be avoided and the simplistic action enjoyed. It is possible to pass the puck around, but it's easier to 'dribble' all the way up the ice. The computer teams play fairly predictably, but two-player games are very competitive, if not as hectic as I'd hoped.

70%

● Oh good grief, how the hell do you fill a caption this size? Well it's a hockey rink, a very big hockey rink, in fact it's so damned huge we had to glue together four shots to get it all in! I bet you're glad I told you that. (You're fired — Ed)



TEST YOUR STRENGTH!

ZZAP!'S DING DONG!

PRESENTATION — Wealth of options, but no intro sequence **78%**

GRAPHICS — The graphics are blocky and dated, but functional **64%**

SOUND — Aaaaaaaaarrrrrggggghhhhh! Naff tunes on scoring **30%**

HOOKABILITY — It's just too tricky for first-play acceptability **68%**

LASTABILITY — It's good for the odd game every now and then **73%**

FREEZING! TINGLING! RINGING! SIZZLING!

OVERALL STRIKE! 70%

COMING SOON!

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Bash Yer Brains!

Adventures — A Beginner's Guide!



Hey! Ya wanna play adventures but don't know where to start? Don't despair, drop that joystick and check out Bash the Barbarian's brilliant beginner's guide!

Everyone remembers their first adventure. Mine was *Espionage Island* which I began playing during the Stone Age on the ZX81. North here, South there, get this, drop that — I couldn't make head or tail of it! It was several years before I tried another, and that was *Dodgy Geezers* on the Speccy; a brilliant game but hardly beginner's material. I took ages getting the hang of it, but it was worth the effort. Without apologising for stating the obvious, EVERY adventurer started out as a beginner! I wish I'd have had a beginner's guide when I first set out on the road to adventuredom, so hopefully this article will be of some use to you. Check out our brilliant coupon offer for games better suited to beginners, too!

In the beginning was the word...

Think of an adventure game as a story where YOU are the main character. Depending on your actions the ending could be happy or sad, a success or failure. Unlike arcade games, adventures can (and usually do) get by on text alone. You control your character by typing (on the keyboard) simple verb/noun commands, e.g. GET SWORD, KILL ALIEN, THROW STONE, etc. Newer games also handle more complex phrases like HIT EDITOR WITH BRICK or SAY TO MAN "HELLO". With emphasis firmly on brain power over joystick juggling, each game brings a whole new set of problems to solve, e.g. "You are in a hut. A solitary chair lies next to a fine oak table. There's a cupboard set into the wall. A key hangs on a nail high above the exit, which is locked." So what do you do? You could try jumping, or perhaps pushing the table under the key and standing on it. Maybe there's a ladder in the cupboard, or... well that's for you to decide! Of course it isn't all problem solving. Like a good novel, an adventure should give a real feeling of 'being there', letting you loose yourself in the author's world and forget you're in front of a keyboard. If you don't believe me, check out part 2 of *LA Adventure* on this month's covertape!

On the move

Before the puzzle solving begins you'll need to explore your environment. To avoid getting hopelessly lost, you'll have to make a map — keep that pencil and squared paper handy at all times! Direction commands can usually be abbreviated to N, S, NW, SE, etc, with U and D for UP and DOWN and, to aid you in your cartographical conquest, many adventure programs will detail which exits are available

in each given location if you just type 'EXITS' followed by 'RETURN'.

Most modern adventures have very logical maps, ie if you go North and then South straight away, you'll end up back where you started. This wasn't always the case — the map for *The Hobbit* was horrendous, with locations scattered about without rhyme or reason, making it very difficult to draw. When faced with a game like this, draw a rough map first, updating the 'true' copy at regular intervals.

There are as many ways of mapping as there are adventurers, the only 'right' way being the one that you're most comfortable with — but whatever you do your maps should be clear, simple and informative. Give each location a name, eg The Bedroom, Forest Clearing, etc — anything you like as long as it's instantly recognisable. If you're told the exits are, for example, North, East and West draw a little line in these directions. That way you'll know at a glance where the unexplored locations are.

Don't assume these are the only exits though — you might be able to CLIMB a tree, or JUMP a fence. Maybe there's a trapdoor under the carpet, or a secret door, or... I'm sure you get the idea! This creates another headache for mappers, of course — where do you draw the location for the top of the tree without interfering with the other locations? Alas, that's the problem with drawing a 3-D world on 2-D paper, and you'll have to play it by ear!

A-maze-ing escapes!

Another mapping hazard is the inevitable maze, a series of locations with the same description. For example, 'You are surrounded by bushes. Exits N, S, E, W.' Fine. I'll go North. 'You are surrounded by bushes. Exits N, S, E, W.' OK, I'll try East. 'You are surrounded...' AARRGGHH! Because the text's the same, you can't tell if you've actually moved or not!

Most mazes can be solved by dropping objects, which are of course added to the location description. For example, if you drop a sword, move North, and find it's still there, you know you haven't moved — make a note of this on your map and try another direction! If the location description's the same but the sword's NOT present you know you're in a new location. Complex mazes aren't popular among adventurers — there's nothing clever about them, and they're not too interesting, to say the least. Thankfully most modern games only have short, logical mazes.

Do wot?

To get anywhere in an adventure you'll need to do more than make a map! When exploring a location, the golden rule is EXAMINE everything, object or otherwise — clues turn up in the unlikeliest of places! Don't be put off by 'you see nothing special'-type responses either, this just means that a particular item might not be significant. SEARCH is often a synonym of EXAMINE, but this isn't always the case.

Always read location descriptions carefully, and be prepared to interact with almost anything — chairs can be sat 'in' or stood 'on', a picture could cover a wall safe, furniture can be moved... the possibilities are endless!

Finally, if you meet another person be friendly — TALK TO (whoever), or if you've got something specific to say, SAY TO (whoever) "message". You might also try GIVEing them something — you never know, you might get something back in return! (As long as it's a big plate of chips! — Phil).

Grab those goodies

Basically there are two ways of solving item-based problems. First try looking at your inventory and see how it might help, or if that fails think about what objects might be needed and work out how to get them. Remember, there's more to an object than meets the eye — if you're looking for string, what about that old shoe you abandoned three locations ago? It might have a lace, or maybe you could unwind that cassette tape! Paperclips could be straightened and used to pick locks, a stick could be sharpened to make a spear, etc.

Objects can also be fitted together, eg you might some need bullets for the gun you've just found, or tie a rope to a bucket to get water from the well. Look out for potential clues, too — a spade suggests you could be in for a spot of digging, and a torch might be useful in dark locations. Always bear in mind what type of game you're playing as well — in a 'fairy tale' adventure you might plant a bean which suddenly grows, or find a genie by rubbing a lamp, but problems like these would be out of place in a Sci-Fi game.

When you're in a rut...

If you're really stuck, don't feel guilty about asking for help — or even looking at a solution. Most adventurers need a little help every now and then, and apart from anything else it could be the game itself that's at fault! In days gone by, authors would make their games harder by demanding obscure inputs or illogical solutions, eg in CRL's *Frankenstein* the only way to get through a locked door was to sit in a chair and WAIT for someone to open it! Another game demanded the phrase CUT BOND BLADES — nothing else would work. (Be warned — several older releases also contain bugs that stop you finishing the game at all.) Commands like this really ruin a game, and are thankfully very rare in modern adventures. When a player has the right idea the game's vocabulary should be able to cope with a variety of responses, increasing playability and keeping frustration to a minimum.

So where do we go from here? Onwards and upwards of course! If you're serious about your adventuring you'd do well to subscribe to an adventure fanzine, put together *by* adventurers *for* adventurers! There are very few adventure games in the shops now, but there's a thriving cottage industry served by part-time mail-order firms — some of the best adventures ever written were produced this way. Finally, keep reading *Bash Yer Brains* in good ol' ZZAP! We'll continue to bring you the very best in home-grown adventures, with a fair few finding their way onto the covertape — stick with us, you know it makes sense!

Coupon Corner!

There's more to adventure-lore than meets this column, so to grind your axes still sharper we've put together some great deals especially for beginners. Get Dave Havard's mighty tome at 50p off, and we've also got an exclusive twin-pack from Atlas Adventure Software featuring *Atalan* by John 'Mandy's husband' Rodrigues and *The Case Of The Mixed-up Shymer* by former Probe editor Sandra Sharkey. Both games are ideal for beginners, so you could do much worse than check 'em out.

☐ Beginner's Guide to Adventures — £2.50

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ZZAP! 64

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